Kickstarter Data Summary:

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

A closer look at the dataset to identify potential opportunities for finding success based on the data indicates the following trends:

1. Of the 4,114 projects reviewed, the most successful projects are from the theater category (839), followed by music (540), film and video (300), and technology (209). These 4 main categories make up 86% (or 1,888 projects) of the total 2,185 successful projects. Within the theater category, the subcategory of "Plays" have the most funding success.

2. Likewise, the projects with the least success within the Kickstarter crowdfunding service are food projects (34 projects), followed by games and publishing (with 80 successful projects each).

3. Theater projects also have the most failed projects, with 493 projects or 32% of the 1,530 failed projects. Note the Theater submissions for funding lead among all main categories, accounting for 1,393 (or 34%) or the total 4,114 Total project submissions.

1. What are some limitations of this dataset?

Limitations of this data set include: it's difficult to pinpoint exactly why a project may not meet the funding criteria other than broadly looking at the categories and subcategories for trends. i.e. Though food projects have little overall success, that category currently has 6 live projects, followed by music with 20 live projects and theater with 24 live projects.

2. What defines a project to be "canceled" versus "failed." i.e. Technology projects had 213 projects fail and 178 canceled among its 600 overall project submissions.

1. What are some other possible tables and/or graphs that we could create?

We can create graphs based on possible trends between # of backers for a project and any links to the success/failure of a project.