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

* Most of them are successful.
* Theatre and music are the most represented and the most successful, plays are the most represented and the most successful as a subcategory.
* May seems to be the best month to start a campaign and December the worst (probably because people are busy and already spending a lot with Christmas).

1. What are some limitations of this dataset?

* It would be helpful to know if a marketing campaign has been created, maybe with subclasses like YouTube channel, Facebook page, email campaign etc

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

There is a lot of other calculations we could do.

We could look at the average of percent funded per category.

Also, we could example reduce the “date created conversion” to the year, and then calculate growth rates on different variables.

For example, we could look at the growth rate of successful campaigns each year, or also from a year to a few years later.

We can push a bit further by looking per category/subcategories.

It could also be the growth rate of the number of people donating. We could probably see that more and more people are donating as Kickstarter and the concept of crowdfunding was being more and more popular.

We could also use scatter plots to compare different variables in our dataset and look at their relationship.