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

While technology had more Kickstarter programs compared to film & video when comparing categories, the latter had more successful programs compared to technology.

When comparing sub-categories, fiction had all 40 of its Kickstarter programs fail while nonfiction had all 60 of its Kickstarter programs succeed.

Quarter 2 of the year (April, May, June) seems to have the highest number of successful Kickstarter programs and the second-lowest number of failed programs.

1. What are some limitations of this dataset?

One limitation with the dataset is that we don’t have any information on the backers and knowing what backgrounds the backers have and what kinds of backers support a Kickstarter program over another. We also don’t have information on the final success of the Kickstarter programs after they received funding to be able to access if, for example, higher funding leads to higher success rates.

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

Another table that can be created from this data set can examine the country column and examine the success of various country Kickstarter programs.