1. Based on the data, we can realistically make three conclusions about Kickstarter campaigns. First, music as a category, is the most successful type of category based on percentage of success. Next, animation, food trucks, and video games have a 0% success rate (minimum of 100 attempts). Finally, we can safely assume that as your financial goal and success rate are inversely rated, meaning that as your goal-value increases the likelihood of receiving funds for a “successful” campaign is less likely.
2. There is a massive disadvantage in this dataset. The majority (almost 75% )of the campaigns and funding data come only from the United States. Therefore, this dataset really limits the world use of this website.
3. I would create a percentage graph of where the ideas come from, a simple pie chart/table would suffice. You can also look at the success rate of the campaigns coming from certain countries.