1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

Given the data provided, we can conclude that Kickstarter campaigns are successful a little over 50% of the time. Projects related in the category of theater, specifically plays, receive the most backers, and exceed their goals. Projects related to journalism tend to cancel.

1. What are some of the limitations of this dataset?

A possible limitation of the dataset is the difference in currency. Though a project may not have reached its goal, the project may have raised more money than another. The dataset also doesn’t show us how much time was allotted for each project to reach its goal.

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

We could create a create a table/graph that is able to measure if the projects met their goal in time using the deadline. We could also look at how many of the staff’s picks were successful and if this will be a good indication of a project meeting its goal.