Conclusions from Kickstarter Data

1. The most successful Kickstarters are Plays and are the most common type of Kickstarter. The most likely to fail are food trucks and second most common is Wearable Tech.
2. The limitations with these are the product/things themselves are hard to quantify. Doesn’t list benefits that these Kickstarters were offering (i.e donate x and get a free shirt). Doesn’t show month to month break down of the amount of money coming in. Other marketing efforts that might have helped bring more people to their page to donate
3. Some other table you could create is line graphs on successful Kickerstarters based on country, a scatter plot table based on the goal amount vs amount pledged/average amount donated/number of backers. One that I think you could figure out that might be some assistance is length the Kickstarter was open