1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. Do not start an Animation or children’s books kickstarter
3. Less than $1000 Goal have the highest success rate.
4. Projects greater than 50K have the highest cancellation and success rate

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

* The dataset could have much more details for the categories, perhaps adding a third category. For example showing Technology 🡪 Hardware 🡪 (third category) would allow for more specific analysis of which projects are successful or not.
* I would like to know the what makes a “cancellation”. To me this seems like a “fail” and actually lowers the number of “failed” category.

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

Pie chart showing # success, failures, etc.

Bubble chart for the Bonus. Size of the Bubble showing the size/Goal of the Campaign.