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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Theater campaigns were the most backed, followed by music campaigns, and film/video campaigns. In this same order, these categories were most successful in their respective funding campaigns.
   2. Purely by subcategory, campaigns about plays were the most successfully funded.
   3. There was an upward trend in campaigns started up to 2015 after which the number of campaigns started dropped.
2. What are some of the limitations of this dataset?

The currency column indicates that each project may have a different format for the currency, so the numbers we have access to assume the data has been converted to a constant unit, say USD. Additionally, a column would have to maintain formatting rules so we would have to individually convert each value to a constant unit first, if that has not already been done.

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

It would be possible to make the outcomes by date graph with years on the x-axis, instead of months. This could show a trend per year, which could be related to different trends in the market, such as the recession in 2008. Additionally, it would be possible to make a scatter plot of the three sheets to forecast future trends in Kickstarter campaigns, assuming several variables stay constant.