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

Based on the given data, there are several conclusions we can make. The first conclusion we can draw from this data is those campaigns that are in state “successful” were fully funded or received more funding than their goal amount. A second conclusion that can be drawn from this data is for projects with goal funding of less than $10,000 saw a “successful” state in over 50 percent of the projects. One could infer people are more inclined to support those projects with reasonable goal funding. A final conclusion you can draw from this data is theater is a thriving art/culture and people are willing to donate to help people find success. There were nearly 1,400 theater projects which had over 60% of those projects being successful.

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

Some limitations of this dataset are we are only looking at a subset of projects on Kickstarter. We may not be able to draw the same conclusions were we to look at some other projects.

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

You could make a chart to verify the length of time it took for “successful” projects to reach their goal funding. You could also do a chart on “failed” and “canceled” states showing the length of time they kept their project open before canceling or calling the project off.