1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Though 53% of the projects were successful in getting the funding, only 1.2% of the projects are live as per the data. 37% of the projects had failed and 8% were cancelled. The technology projects never saw the light of the day, i.e., never went to live state, though one third of the technology projects succeeded in getting funding. Only theater, Music and Food projects have gone live.
   2. The 33% Faith music sub-category (85% of which are from the US) has gone live and all the remaining 67% has failed. Plays and spaces sub category have been live and 50% of these subcategories have been live in the US. The 67% of live food projects have been from the US and all the live food projects are identified as of ‘small batch’ sub-category.
   3. The projects that went live were mostly in the months of January till March. The number of successful projects were less than the number of failed projects towards the end of the year. There seems to be a strong correlation between month and the projects being live. Though this seems not be the causal. The successful and the failed projects contribute to the major number of projects and the Cancelled projects contribute to roughly 10% of the total projects. Very few projects go live.
2. What are some of the limitations of this dataset?
   1. We are not informed of the true meaning of a starter project being successful from any other perspective than funding. We do not know why these projects many of these are not live yet. What happens to the backers of these successful projects and what happens to the backers of Cancelled projects, in particular. For example, we see data for high cost projects (say > $200,000) are almost not sufficiently (crowd) funded. Only 4 of the top 40 high cost projects are successful and none of them are live. The data set is not sufficient to explain these scenarios.
3. What are some other possible tables/graphs that we could create?
   1. At a first glance, just by filtering the staff picks to TRUE, it seems that greater the staff picks recommend the project greater the chances of a project being successful. This is true to a sense that more projects are successfully funded by staff pick recommendations. When a project is staff picked, we see that there is approximately only 12% chance that the project is in a failed state and less than 1% chance that the project is in a cancelled state. The sheet named ‘Staffpick Vs Success’ shows this. This table will be useful to draw conclusions about the correlation between project’s success and staff pick recommendations.