1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

Given the provided data we can conclude that the campaign’s projects have a higher chance of being successful than failing or being canceled. Theaters, music, film/video and technology are the most successful while food has the least success. When we look at our second graph which displays sub-category, we can conclude that plays, documentaries and, rock are the most successful. We can also see that sub-categories web and wearable get cancelled the most. By looking at the third graph, we can conclude that the rate of successful projects starts to decrease starting in May and eventually goes below failed projects in December. On the other hand, the rate of failed projects starts to increase in April and eventually starts decreasing mid-October but stays stable and passes successful projects rate in December. As for cancelled projects, the rate stays stable throughout the year except when it has a very small increase in July and November.

1. What are some limitations of this dataset?

The dataset provided has limitations such as, some of the results are too small to give us any useful insight statistically, which makes it kind of hard to compare and we need more information from different sources to give a better/convincing result. We need more information to see what trends led to the decrease of successful and failed projects during the end of the year (Oct-Dec).

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

We can create a graph to figure out how long each project took to complete to see if the amount of time spent on each project has a significance value to the amount of successful and failed projects.