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

From the data collected, three conclusions we can draw about Kickstarter Campaigns are that firstly, the least likely the succeed categories due to either failure or cancelation would be journalism, food, games, photography, and publishing. That begin said, they are also the ones who have the smallest amount of Kickstarter’s overall, especially journalism. Another conclusion is that Kickstarter is largely used for funding theater, specifically the subcategory that is the most popular by a considerable margin being funding plays. With over a thousand plays attempted to be funded, the second largest doesn’t even come near theaters number with documentaries at 180. Lastly, one can assume that while time of the year may effect how many kickstarts are submitted, there is not a large correlation between when it is started and its failure or success rate, with slightly more success in May, but not consistently enough or enough data to prove if correlation is causation.

1. What are some limitations of this dataset?

A limitation within this dataset is that while there is quite a bit of data overall, we only used a small portion of what was available, neglecting to go more in depth with other things that may have been factors in the failure or success of a campaign.

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

Some other possible tables or graphs we could have created are possibly seeing which categories had the largest number of backers, which ones had the highest amount per a backer donated, or which countries had the most successful campaigns, among many, many other charts with both the given information and potential information.