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

One conclusion that can be drawn from the data provided is that having your kickstarter campaign in the realm of music seems to yield the highest probability of “success”. On the flip side of that it seems as those campaigns in the technology domain have a higher probability of failing or being cancelled. Finally, I would note that campaign frequency on the whole seems spread out across all months.

1. What are some limitations of this dataset?

One limitation that I noticed when messing around with the year filter on my last pivotchart was that the measures of success tend to favor those campaigns that have crossed/not crossed a certain threshold. Without taking this into account this could be a limitation of the dataset because it could cause someone to errantly make a determination about a campaign before it has run its course.

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

You could create a regression on certain factors that could potentially determine what factors best predict a campaigns success/lack thereof.