1. From the data collected we can conclude that the rate of success for Kickstarter projects has decreased over time. Also, on average music projects have the highest rate of success while theater projects, specifically plays, have the most projects. Lastly, we can conclude that most Kickstarter projects started in the united states.
2. One limitation to the data set is that it ends in 2017 so there is not as much data on recent projects. Also, the data does not show how many of the projects were completed. It only shows whether the projects were successfully funded not successfully completed.
3. Another table we could add would be a graph that relates the length of time a project is active to the likelihood of the projects’ success. For instance, a bar graph with the number of months on the x axis and the amount of successful, failed, canceled, and live projects as the bars. Another possible chart could relate the number of backers to the funding goal of projects. This chart could also take the form of a bar graph. Additional a pie chart could be constructed showing the breakdown of project categories and sub categories.