1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. They were most successful in the months of May and June so continue the campaigns during those months.
3. Plays were the most successful sub-category by far, everything else is trailing behind. I would think about getting rid of some of the categories that are not doing well and focus on what is doing well.
4. The set goals of 1000 to 4999 are the most successful and maybe easier or more realistic for campaign success.
5. What are some limitations of this dataset?
6. There are not any marketing statistics, how were these campaigns marketed? Is there any room for improvement in that area to boost success?
7. I do not know what spotlight or staff\_pick are meant to measure but that would be helpful to know to see how it impacts the data.
8. What are some other possible tables and/or graphs that we could create?
9. We could compare the date created to date ended (the amount of time the campaign was open) to see if there is any correlation between failed or canceled backers and the amount of time provided for the campaign.
10. We could compare the backers count to the categories and sub-categories to see if there is a category backers are drawn to more.