1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

Theater is the most attempted category

Technology is the category most often canceled

December is not a good month to create a campaign

2. What are some of the limitations of this dataset?

It’s unclear why the canceled campaigns were canceled

It’s unclear what the staff pick and spotlight columns represent.

3. What are some other possible tables/graphs that we could create?

You could use the percentage funded or # of backers to predict the chance of success using a regression