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

2. What are some limitations of this dataset?

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

1. Based on the sample data, it is highly unlikely that a Journalism Kickstarter Campaign will be successful. Alternatively, based on the data, Kickstarter projects categorized as television, tabletop games, pop, radio & podcasts, metal, hardware, documentary, and classical music have a high likelihood of success. Kickstarter campaigns are also risky as roughly 46% of them fail or are canceled. The most common reason to start a kickstarter campaign is to fund a play based on the sample data.
2. The sample size is relatively small as there have been over 450,000 Kickstarter campaigns. The dataset also doesn’t show how much money was invested in each Kickstarter campaign. Some may have used larger sums of money to get the word out which would increase their likelihood of success.
3. We could create a pie chart for the different states (Succesful, Failed, Canceled). We could create a scatter plot with length of campaign on the x-axis and dollar amount pledged on the y-axis. Similarly ,we could create a scatter plot with backers count on the x-axis and dollar amount pledged on the y-axis.