1. What are three conclusions we can make about Kickstarter campaigns given the provided data?  
     
   First conclusion I noticed is that the lower the goal, the higher the success rate and vice versa, the higher the goal the more likely the Kickstarter is to fail or be canceled.

Second conclusion I came to is that overall Kickstarters that are documentary films have the greatest rate of success overall, while animated films had the worst success rate in the film category.

Final conclusion is that Kickstarters that were a staff pick had over an 88% chance of success while Kickstarters that were not a staff pick only had an overall success rate of 53%, so it seems that Staff Picks play a large role in the overall success of failure of each crowdsourcing efforts.

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

The first limitation of this data set is that there is no data on how many advertising dollars were spent on each of these campaigns. I believe this is a very important metric here as there are some Kickstarters that are constantly being pushed on social media platforms as advertisements.

Another limitation is that there is no indication of where the majority of the bakers were geographically located, for example, depending on the place of origin of the donator may influence the Kickstarters that are succeeding in that region. If we knew where the donators were located primarily then we may be able to predict the success/fail rate for Kickstarters being backed more strongly by specific regions of individuals.

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

I believe creating a graph on the overall duration of each campaign vs success rate would be a graph that could provide some insights, as the hypothesis would be that if the campaign length was longer, the greater the chance of success.

Additionally, it could be an interesting exercise to experiment with different average donations vs the overall goal of the Kickstarter. For example, being able to say the average donation was X which is X percent of the overall goal for each campaign type. This would show how invested the backers are in that specific product