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

That the subcategory of plays by far led any other category in number of outcomes. So, naturally plays had the most success but also the most failures, looking about 50% split. Q2 seemed to be the best time to launch a campaign, while Q3 and Q4 much less successful, having a higher probability of failure. All other campaigns of sub categories were all about 1/8 the size of outcomes when compared to plays. The number of successful campaigns far exceeded the amount of failed campaigns, by a landslide.

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

Limitations can be the data doesn’t include any economic factors or viewer demographics.

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

We could create a graph to show the different currency amounts, and success in each country in each currency. We could show a graph to demonstrate the amount of successful vs failed campaigns that were above the average percent funded amount.