1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. Kickstarter’s that were more specific (art books, food trucks, space exploration, etc.) were canceled or failed meaning maybe their Kickstarter was too niche and didn’t gain enough traction.
3. With as many Theater Kickstarter’s that are successful there are half as many that end up failing whereas Music has a significantly higher success rate than failed.
4. Across the years, May is the most successful time for Kickstarter’s and January and July are the most unsuccessful (failed) for Kickstarter’s.
5. What are some limitations of this dataset?

Time: there’s a wide range in time here that goes from 2009 to 2017, which can be very beneficial as a whole but it’s hard to compare a Kickstarter from 2009 to say 2015 because a lot can change in the world (i.e. economic collapse, wars, policy changes, a pandemic… etc.)

Country: Location can have an impact on a Kickstarter’s success and failure. This dataset only takes into account the country, but not the size or current population for that year. That could have a huge impact on the outcome.

Currency: We don’t have a fair comparison because we didn’t convert it all to one currency. Also, back to the time concern, currency conversions change consistently so it would have to change year to year.

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

We could compare successful versus failed versus canceled among countries.

We could compare categories/sub categories with backers count and the percent that they succeeded.

We could create one that shows successful and failed Kickstarter’s with whether they were featured (spotlight) or not, and how long it took them to succeed

We could compare the average donation with the date conversions and see the pattern of how much was donated each month.