1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?

The dataset fails to properly assess a campaign’s momentum. For example, a campaign could start strong and then falter at the end or the opposite, pick up momentum toward the tail end of the campaign. Furthermore, successful campaigns are more likely to gain more backers as they receive more publicity from other backers. Another limitation is the small sample size of certain categories creates more chance for error in any conclusion concerning that category.

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

A scatterplot comparing length of each campaign to the percentage of goal met might result in clusters by category or similar findings.