**Comments For The Questions**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Higher percentage success for projects below 20,000 and higher percentage of cancelled projects over 25,000
   2. Higher percentage of success is between spring and summer.
   3. There is higher rate of success for film & video, music and theater and they have higher rate of funding that other categories. There is less enthusiasm of funding for categories like food, games, journalism, photography and publishing compared to other categories.
2. What are some of the limitations of this dataset?
   1. Data is not 100% clean, there are some zero’s in the data, which cause calculation errors
   2. Lack of much more richer demographic information (limited to just country)
   3. Lack of much more hierarchical product data to do deeper analysis
   4. Lack of type of sponsor’s data, like individual, fund sponsors etc.
3. What are some other possible tables/graphs that we could create?
   1. Analysis to show duration of the program to success of the program by category and sub category
   2. Analysis of the state of the program to geographic region by duration and category.
   3. Analysis of state of the program by staff pick and also to spot light
   4. Not all the given data elements were used in the analysis.
   5. Average backers per program category and sub category with average pledge per backer.
   6. Most successful range for goal amount by program category and sub category
   7. Most successful category and sub category by country
   8. Most successful duration of program