# Questions

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

# Answers

1. The three conclusion we can draw about Kickstarter campaigns are:
2. Half of the campaigns are successful (2185 out of 4064)
3. The most requested sub-category is plays with about a quarter of requests (1066 out of 4064)
4. May was the most successful month with 234 campaigns.
5. The limitations of this dataset are:
   1. The success criteria is based off the requesters goal vs pledge amount.
   2. The funded amounts are in different currencies, so it’s hard to compare them.
   3. The data is aggregated by backers\_count, so we can’t do a breakdown about backers.
6. Other possible tables/graphs we could create are:
   1. The most popular categories by looking at category and Percent Funded.
   2. Average donations per category.
   3. Funding amount by year.