Questions

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. 30% of the Technology projects were cancelled.
   2. 100% of all the projects under the category were canceled.
   3. Theater projects make up 34% of the Kickstarter projects in this dataset
2. What are some of the limitations of this dataset?
   1. Clear descriptions of the field names
   2. A clear understanding of how and which data points are contributors or indicators of project success.
   3. A clear description of how average donation should actually be calculated
   4. A list of assumptions such as “pledged” meaning actual amount paid. Just because someone pledges to pay does not mean they pay.
3. What are some other possible tables/graphs that we could create?
   1. Outcomes by year
   2. Outcomes by Sub-category
   3. Category vs Outcomes filtered by country
   4. % of goal achieved by Category filtered by Country