**What are three conclusions we can make about Kickstarter campaigns given the provided data?**

Plays have the highest volume of success and failed Kickstarter projects. 65% of total Play Kickstarter projects are successful.

The United States has the highest volume of Kickstarter projects at 74% in this dataset.

Rock as a sub category has 100% success and a high amount of submissions at 260 of total 4114 submissions in the dataset.

**What are some of the limitations of this dataset?**

It is unknown if the projects being submitted are already famous / have large marketing budgets or are from unknown creators. We don’t have access to the metadata which would discuss the methodologies in collecting the data. Because of the nature of the projects it could be possible that some projects are being incorrectly categorized based on limited options for projects (i.e. plays may include projects that are similar to plays but lacks a category, their may be many missing categories that could actually be popular, or categories that include new technologies or niche subjects with growing popularity). Beyond a homework assignment, we don’t have an express purpose or audience for our findings to lead the course of our research.

Because the US is such a large portion, it may be more helpful to break down projects by state potentially.

**What are some other possible tables/graphs we could create?**

Average timeframe for a project. Average funding amounts by category. Total funding amount heat mapping. Comparison of words / title used in name of project or blurbs and comparing successful vs cancelled & failed. Comparing average donations in Failed, Successful and Cancelled Projects.