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

* You are most likely successful during the Spring with May being your peak success month.
* According to the data you are likely to fail if you enter the following sub-categories as they have a 100% failure rate:

|  |
| --- |
| 1. animation |
| 1. children's books |
| 1. drama |
| 1. fiction |
| 1. gadgets |
| 1. jazz |
| 1. mobile games |
| 1. nature |
| 1. people |
| 1. places |
| 1. restaurants |
| 1. video games |

* In the category of technology, you are just as likely to have an outcome of successful as you are failed and canceled

What are some of the limitations of this dataset?

* The data defines success by means of funding and not true outcomes which should be project completion. Just because a project is funded doesn’t mean it has come to reality. For instance, if you fund a store to open but the store never opens are you successful?

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

* We can attempt to create a relational analysis on time between date created and date ended and several metrics such as:
  + % funded
  + Outcome
  + Category
  + Subcategory
  + Average donation

These can be done through regression analysis.