1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

With the available data, we can draw a few conclusions by looking at the pivot tables and charts;

One conclusion we can draw is that Kickstarter campaigns nearly have a 50/50 (53%-54% precisely) chance of being successful with this particular set of data.

Another conclusion we can draw is that most Kickstarter’s that are created are usually not cancelled and do make it to its deadline, regardless if it succeeded or failed. Cancelled Kickstarter’s make up around 8.5% of the Kickstarter’s that are created, with over 90% meeting the deadline.

The last conclusion we can draw is that the theatre category is the largest category of Kickstarter’s in this particular set of data. Out of the 4114 campaigns recorded in this set of data, 1393 of these fell under the theatre category, which is nearly 34%. And of the 1393 theatre category campaigns, 1066 of these are plays (nearly 77%). Out of the 1066 campaigns that were for plays, 694 were successful (65%). So, you could come to the conclusion that starting a crowdfunding campaign for a play could be a good way of meeting your campaign goals.

1. **What are some limitations of this dataset?**

One of the limitations of this data set is that we don’t know how this data was collected. Were the campaigns selected randomly? If not, how were these campaigns selected? This is extremely important because this dataset is supposed to represent 300,000+ campaigns that have been started on Kickstarter. If there is not an organized data collection process, then this dataset could misrepresent all Kickstarter campaigns. For example, in the “background” section in the homework description, it says that only a third of all campaigns have positive outcomes. In our dataset, over 53% have positive outcomes, which shows that the dataset and the analysis of it could be misleading.

1. **What are some other possible tables and/or graphs that we could create?**

One graph or table you could create is comparing the average donation to the outcome of the Kickstarter campaign. Creating this kind of table and graph could give insight to whether or not if the average size of a donation has any affect to the outcome.

Another table and graph you could compile is one that shows the count of outcomes per country. Having this graph and table can show whether or not a particular country is a good place to start a Kickstarter.