1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. Less than 50% of the projects started since 2014 meet their goals.
3. You need on average 194 backers to succeed
4. Staff picks is not that important as a success factor. 45% of the staff picked projects either failed or cancelled
5. The projects that succeeded succeeds very well. On average successful projects get more than 170 times their goals. 1763%
6. The variable Spotlight is 100% effective in making projects successful

2. What are some limitations of this dataset?

1. The lack of qualitative assessment to assess the novelty of the projects.
2. No measures the spread of the project across social media.

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

1. Graphs and tables to examine the performance of projects by category