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

1. The most popular category of Kickstarter Projects was Theater with the higher subcategory by far of Plays
2. 100% of Kickstarter Projects in the subcategory hardware succeeded
3. July has the higher success percentage with over a 62% success rate.

2. What are some of the limitations of this dataset?

This data may give us some insights into correlations between data points but it cannot be used to draw conclusions about causation. Additionally, more information about why certain projects were cancelled would give greater clarity into whether those projects failed or were cancelled for other reasons. Also when the data is broken into very specific groupings the sample sizes become too small to draw any real conclusions.

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

There are tons of different tables an graphs that could be made from this data and I have included a few samples below.

Looking at the relationship between the Avg amount pledged vs the Status



Looking at the relationship between the # of days the pledge is open vs the Status

