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

Kickstarter projects are most successful when started in May, and least successful when started in December.

Theater projects are the most successful category of projects, and more specifically, plays are the most successful sub-category of projects.

Journalism projects are the least successful category of projects, with all projects being canceled.

What are some of the limitations of this dataset?

This dataset only includes about 1% of the total number of projects created on Kickstarter and may not accurately represent overall trends of all the projects on Kickstarter.

Some projects may fall into multiple categories, but only one category and sub-category is assigned to each project.

Some projects may be deemed successful because they were funded, but this dataset doesn’t show if projects are profitable.

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

A bar chart showing the percent of successful projects by country.

A line graph showing the percent of successful projects over time.

A scatter plot of the average donation for each category and the percentage of successful projects in each category.