Ray Frederick Camo

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

1. Success rate in Kickstarter campaign is low in the long run.

2. Food has the lowest possibility of success in this Kickstarter campaign.

3. Its fascinating to see that the category music/rock has 100% success rate.

1. What are some limitations of this dataset?

1. Performance of all project.

2. In user perspective processing this data set in excel is laggy and slow.

3. Column headers should be more informative for easy understanding.

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

\*I think a graph that includes goal and pledge, so we can easily determine project potential for second chance or future reference.