Kickstarter Report

* Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
  + The lower the goal you set, the higher the chance that your campaign will succeed.
  + The more backer you have, the more likely your campaign will succeed
  + In the month of May seems to be the most popular time created
* What are some limitations of this dataset?
  + The given data were only for 4,000 out of 300,000 of total projects launched which is equivalent to 1%.
* What are some other possible tables and/or graphs that we could create?
  + Graph that shows:
    - # of successful/unsuccessful campaigns by Country
    - What’s the most popular category by Country?
    - The running time of successful campaigns? (maybe the longer time you have the more successful you will be?)