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

We could conclude that more projects are successful than not, but we would be wrong.

Theater, Music and Film and Video constitute over half of the projects that are attempted to be funded through Kickstart. Plays are particularly prevalent.

Non-fiction and Podcast publishing are relatively successful. Children’s books, fiction, and art books tend to fail or get canceled.

**What are some limitations of this dataset?**

Given that at the time this assignment was created there were 300,000 kickstarter projects, the 4,000 in this sample may or may not be representative (as far as success and failure goes, it appears to not be representative).

The numerical value of the goals and pledges may or may not have been controlled for the value of the currency, so the “Outcomes based on goal” table and chart may not be accurate.

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

“Spotlight” vs State.

Count of Backers vs State.