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

Kickstarter campaigns tend to be dominated by the arts industry, especially for theatre productions.

Generally the lower the Kickstarter goal the better chance of success. Goals under $10,000 had a better then 50% chance of success while fundraising goals over $45,000 had a substantially higher chance of failure.

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

Data collection appears to be incomplete from projects in 2017.

Kickstarter inherently favors the success of lower budgets due to strict time limitations. Projects with larger budgets can have more backers and more funding per backer but still be a failure because they don’t achieve funding in the 30- or 60-day window.

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

Box and whisker graph to identify outliers or a scatter plot to identify patters of success/failure.