* What are three conclusions we can draw about Kickstarter campaigns?

1. While theatre has the highest number of successes it also has the highest number of fails.
2. Classical music while a niche market has 100% success rate and on the opposite side Jazz has a 100% failure rate.
3. The month with the highest amount of successful activity is in May.

* What are some limitations of this dataset?
  1. There was no comparison of the length of time spent of the projects with the success rate.
  2. The date doesn’t take into account the regions and ages the projects were done in. Hence, disregarding how successful the projects maybe with targeted demographics.
  3. The data doesn’t take into account external forces that could decrease of increase the success rate of projects.
* What are some other possible tables and/or graphs that we could create?
  1. Table comparing the age groups/countries audiences are from with the type of projects
  2. Table comparing the length of projects with the type of projects.