1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

It appears that music had the highest success vs. failure rate. Theatre and film/video appear to be close in second place. Based off of these conclusions it appears that forms of entertainment raise the most money.

1. What are some of the limitations of this dataset? The dataset does not tell you how much marketing and advertising each project did. For example, it is possible that the projects that did the most simply marketed and advertised the most. Simply because one category did the best does not necessarily mean that it resulted from the category type. In other words, correlation does not imply causation.
2. What are some other possible tables/graphs that we could create? A chart stating how much money spent on the marketing and advertising could prove effective in making predictions. Also a chart outlining how successful the “staff picks” could allow us to make predictions off what the staff believed to be successful. Also a chart outlining how many backers were usually necessary to lead to a successful project could be helpful too. (I didn’t realize that was part of the bonus at the time written!)