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

Based on the information from the graphs and charts that I made, it shows that technology and the fine arts(Plays, music, and film and video) are the most popular and supported donations on Kickstarter. Theatre is the most popular by far. the second thing that I noticed in when I was looking over the data was that when your target goal is lower you have a much higher chance of achieving that goal. I feel asking for anything higher that $10,000 is not worth your time on making a Kickstarter. Your chances are less than 50%. The data shows anything $1,000 or less has a 71% chance of success, while 10,000 has a 48% chance of being achieved. Finally, the last trend I can see is a lot of the projects that failed were ones where the backers didn’t get some kind of kickback in return. On kickstarted most of the time investors invest because they are promised a copy of the finished results. For instance tabletops games all did well because of the incentive of a copy of the finished game that was being made. Food trucks and restaurants all failed. Why? Because you wouldn’t get much out of investing. What I’m trying to say is most investors on Kickstarter want an incentive to invest with each project.

1. What are some limitation of this dataset?

Some of the limitations are I’m not sure what was the criteria for the gathering of this data. The data could be biased in the way it was gathered. Basically I feel it is a very good grouping of data, it just doesn’t explain how it was formulated. I feel if, maybe an equal amount of data for each category was gathered it would give us a more accurate analysis of the data we want, which was to uncover hidden trends.

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

I noticed when looking over the data was, I wish I knew when were the best times to start a new project. Basically, when during the year had the highest number of backers on Kickstarter. This could be done by using the third graph and adding backers we could achieve this.