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

Three conclusions from the kick starter report are

1. Number of projects in Theater, Music, technology category was more than any other category as well as their chance of getting successful goes down with category.
2. Plays was the top sub category that were created in Kickstarter as compare to any other categories while documentary, hardware and rock sub-category has 100% success rate
3. Probability of getting a project being successful declines a lot if project starts towards the end of year rather then start or mid-year.
4. Probability of project getting failed increases as the amount raised increases until 40,000 but spikes after that amount

What are some of the limitations of this dataset?

1. This data set does not consider how the marketing for individual project is done like how many times it is shared on social media to raise funds
2. It doesn’t consider the population of the location where the project got kicked off.

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

1. We could have created pie chart for amount raise for projects and percentage of successful, failed and cancelled project.
2. We could have created a scatter plot between the goal amount and length of the project running to see relation between the amount and time needed to raise it