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

Over a span of 8 years approx, across all categories globally,

1. A very small number of project’s went live. Around 1%.
2. 53% of the projects were successful, 37% of the projects failed and as per the graph it shows that there was a peak of successful projects in first Quarter and by the Last quarter of the year there was a decline.
3. In the year 2014 almost 50% of the projects failed. And 2016 was a good year for successful projects.
4. Theatre, Music, Films have a major chunk of successful projects over the timespan and globally.

What are some limitations of this dataset?

1. We are unable to find out what was the goal for the successful projects, is there a trend that the project with lesser goals are more successful and vice versa.
2. We don’t get a clear representation of state vs category/subcategory in this data set.
3. We don’t get to drill down for one country, it is only Global.
4. The data set is based on Creation, no account of how long, did the project have to wait to get successful.

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

1. We could add the goal amount categorization to display how that plays into making a project successful or failure.
2. Depict count of backers against projects and goal to find out what kind of projects people back the most.
3. How successful is Kickstarter in a particular country?
4. Timespan of how long, projects of a particular category take, to get funded.