**StarterBook Analysis**

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

* That plays have the highest volume of success of any other campaign.
* That campaigns in May have the highest volume of success.
* That there are a few notable categories that do not have great success rates, notably animation, drama, and food trucks.

**2. What are some limitations of this dataset?**

It really depends on what the users of this data set need it for, but my initial impression is that we are unable to get detail about who is contributing to these campaigns(backers). If we had that data, we might be able to better understand the motivations or interests of backers might be.

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

One useful dataset/data point worth generating would be to look at success ratios among all existing campaigns. This would give us a better sense of not only how many successful, failed, cancelled or ongoing campaigns there are, but perhaps how likely they are to succeed as well. I should qualify that by saying that past success is not an indicator of future success, but at least it gives us some sense of what historically has been successful on Kickstarter.