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

Music has the highest rate of success, while food has the lowest rate of success.

Time of year does not have a statistically significant impact on the success rate of campaigns.

“Web” projects are most likely to be cancelled, so users may want to beware.

1. What are some limitations of this dataset?

One limitation of the dataset is we do not see the success beyond reaching the Kickstarter funding goal. It would be interesting to track the campaigns after they reached their goal.

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

It might be interesting to look at if average donation size or number of backers had an impact on success rate. We could also look at the relationship between size of each Kickstarter’s monetary goal, compared to rate of success.