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

Besides of the end of the year, given any month, there is a correlation between successful campaigns and failed campaigns. Although there is a lower percentage of failed campaigns versus successful campaigns, a general trend is for an increase in successful campaigns, there is also an increase in failed campaigns, and vice versa. The only exception is the end of year and beginning of the year, which failed and successful campaigns converged at similar amounts. This most likely has to do with fiscal end of the year books, and investors are not financial as many projects.

For subcategory documentaries and rock, all campaign submissions are successful. The sub-categories are a niche field, which seems to have a more devoted fan following.

The most campaign category is in theater, with plays accounting for most of the sub-category of theater. Kickstarter seems to cater to theater more than any other category, with almost 1/3 of all projects being in the theater category. Hence, if a theater project needs funding, Kickstarter is the way to go.

1. What are some limitations of this dataset?

Since the dataset is a sample size of 4000 compared to over 300,000 projects, there could be sampling error. Since theater comprises the highest percentage of the sample, there can be a bias for theater. Depending on the source of the dataset, there can be bias that skews the data. The dataset also can omit certain categories or sub-categories.

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

We can also create tables by year to determine trends in categories and/or sub-categories, to determine if certain years might have more Kickstarter campaigns in one type over another. Also, a scatter plot can be used to see if there is a trend line that makes sense. In addition, we can graph by country to determine if there is any correlation.