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

1. The project doesn’t need to be a staff pick in order to be successful
2. Theater projects have the highest success rate, followed by music
3. The duration of the project doesn’t seem directly tied to its success or failure state

What are some of the limitations of this dataset?

1. One of the limitations of the dataset is that although it tells us the country of origin, it does not tell us the demographic of the people who made a pledge.
2. Another limitation is it doesn’t indicate if there’s any benefit to the pledger.
3. The reason why a project was cancelled.

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

1. Failures by Country
2. Successes by Country
3. Average duration of projects by state
4. Count of staff picks by Category