1. About half Kickstarter campaigns do not reach their goals or are cancelled. About half campaigns do reach or surpass their goals and are successful. Campaigns that have lower goals, have a higher probability of reaching their goals and being successful.
2. Limitations of the dataset is that it does not reflect how many resources or man hours each campaign used. This outside help towards the campaign could have allowed for a higher success rate.
3. We could create a table to show the different categories that each campaign fell under and their success rate. Using this we could see what campaign topics more people have an interest in and ultimately are more inclined to support.