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

2. What are some limitations of this dataset?

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

1. Looking at the data, the most successful Kickstarter campaigns are those that have to do with Theater, Music, and Film and Video. Within the Theater category, the most successful sub-category is Plays. Additionally, the most successful months are May and June. However, this data might be attributed to the sheer amount of Theater Kickstarter campaigns started; Theater campaigns outnumber the other categories by far.
2. We are unable to extrapolate upon the long-term success of the ‘successful’ campaigns that were funded. Were there problems with the ultimate product even though they were successfully funded? There was also no information on individual backers – we could only discuss backers’ information on an average. We were not able to find out whether or not there were multiple backers who pledged a certain amount or less backers who pledged a higher amount.
3. Some additional tables or graphs we could create would be able to identify whether or not being featured as a staff pick or ‘spotlight’ campaign would correlate with a successful campaign. We could also draw conclusions based on how long it took successful projects to be fully funded, look at live projects, and contrast to failed campaigns.