1. Given the provided data, what are the conclusions we can draw about Kickstarter campaigns?
2. Campaigns in the music and theater categories have the highest rate of success respectively while all campaigns in journalism have been cancelled.
3. Under theater category, plays are the most successful. Under music category, rock is most successful
4. Over the period covered by the dataset, on a year-over-year, it is best to launch a campaign in May when a likelihood of success is greater.
5. What are some limitations of this data set?

It is a small data set which shows that about half of the projects have succeeded while about a little over a third have failed. It does not really reflect the general premise that only a third makes it through with a positive outcome.

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

Outcomes for every category and sub-category based on

1. number of days the campaign is open
2. putting a spotlight on the campaign
3. staff picks