Starter book - Case Homework

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Successful campaigns have a seen a significant decrease after hitting a peak in May.
   2. The theater category had the highest count of successful campaigns while also having the highest count in failed campaigns.
   3. The animation subcategory had 100% failed campaigns.
2. What are some limitations of the dataset?
   1. I think having a filterable answer on why the campaign failed would help us dive down more into reason vs. category performance. It would help to know to add that into a filter, possibly take out certain campaigns, to answer more and in-depth questions.
3. What are some other possible tables and/or graphs that we could create?
   1. Graphs that showed campaigns that went over the 100% threshold and beyond.
   2. Staff pick counts based on Category.