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

A surprising larger percentage than I expected of Kickstarter campaigns were successful. For example, in the music category, 77.1% were backed. The US was also the vast majority of the Kickstarter campaigns, having almost three times as many as all the other countries combined. Most Kickstarter campaigns (76.81%) average $100 or less per backer. Not sure if this is a valid conclusion, but from the line graph, it appears that Kickstarters are less successful started in December over any other month, with a sharp spike down in successful campaigns, as well as being the only month with more failed campaigns than successful ones. I also noticed that “plays” are a very surprisingly huge sub-category of Kickstarter campaigns, making up almost 700 of the successes and over 1000 overall.

What are some of the limitations of this dataset?

One limitation of this dataset include that it is incomplete (not all Kickstarters from the specified date ranges are in this data set). Another limitation is that perhaps the sub-categories are too vague and some Kickstarters do not fall into nice neat categories.

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

Some simple tables that you could create are number of backers at each donation level, such as $0-50, $51-100, $101-150, so on so forth. Another one would be campaigns (all states) per country, which shows that the US is the primary source of Kickstarter campaigns. You could also create a table to compare campaign lengths vs state, to see if longer campaigns are more successful.