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

Theater, music and film were the most successful categories, with plays receiving the highest number of successful projects.

The highest number of cancelled projects was in technology while projects theater had a 2:1 ratio of success to failure.

The US had the highest count of projects with 3038 0f the 4144 or 74%.

1. What are some of the limitations of this dataset?

It is historic and may not reflect current trends

No reason given for cancelled projects – maybe funding received from another source

Cannot drill down to reasons for successful projects to see what else they have in common

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

Highest average donation per backer by category

Highest donation per backer by month – to see if people give more in certain months e.g. end of tax season

Category by year to see if state of economy affects giving

By name to see if several projects by the same group/cause