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 some other possible tables and/or graphs that we could create?
4. With the data provided we can see that theatre had the most number of successes in getting funded completely, but it also had the most number of failures in getting funded successfully. We can also see that food was the most difficult thing to get funded for as it had the most failures in getting funded when compared to the number of successes it had. Lastly music proves to have the highest ratio of successes to failures in getting funded.
5. I think there could be more data provided for journalism because it shows that all the cases we were provided with were canceled, and it is hard to make a real world analysis on journalism without having the other two data types of success and failure.
6. We could use scatter plots to determine the trends of the data we were given to figure out the risk factor of each category and sub-category. We could also use a scatter plot to show which months of the year each category and subcategory were most and least likely to get funded.