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

Based on success rate, Music (77%), Theater (60%), Film and Video (58%) have the highest percent success rate (success / grand total) while Technology (35%), Publishing (34%) and Food (17%) are the lowest success rate, if Journalism (0%) is ignored.

Being in the US does not mean a project will be more or less successful than the rest of the world… US (54%) success rates versus the rest of the world (50%) are the same.

May (61%), Apr (60%) and Feb (57%) have the highest success rated based on project creation success rate and Jan (50%), Sep (49%) and Dec (44%) have the lowest success rate.

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

Not enough data on the successful projects… more data would help to make prediction easier.

Hard to test quality of goals and presentation that leads to a successful campaign.

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

* A graph/table of origin of the pledged donations vs success rate.
* A graph/table of each category base on their counties and outcomes
* A graph/table goal and the pledged amounts…
* A graph/table average donations vs goal…
* Look at the length of each campaign?