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

The data set indicates that if the monetary goal is small, less than 1000, it will have a high success rate. About 70% of the projects were successful in reaching their monetary goal of less than 1000.

If the financial goal is greater or equal to 50,000 it is the least likely to succeed. Only 1 out of 5 were successful in raising 50,000 or more.

There is a correlation between percentage successful and the amount of money needed to be raised. As the amount of money needed to fund the Kickstarter increase, the success rate decreases.

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

The dataset does not indicate where the campaign pledges are coming from. It also do not indicate any donation outliers, for example one backer pledging a significantly larger amount than the average. The dataset does not provide reasons to why the campaign was canceled.

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

A graph that plots category and country, another graph that plots sub-category and country, will show what type of kickstart campaigns in both general category and specific category are likely to succeed in which country. This graph will provide insight into cultural preferences to what type of Kickstarter are likely to succeed in a specific country.