1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. The data shows from 2015 to 2017, about 53% campaigns launched through Kickstarter were successful. Overall, Kickstarter may be a useful platform
3. Music, Theater, and Film & Video are Top 3 categories that received most successful campaigns through Kickstarter. Kickstarter is not a good fundraising platform for animation, children’s book, dram, fiction, gadgets, jazz, mobile games. Nature, people, place, restaurants, and video games; but is a good fundraising platform for classical music, documentary, electronic music, hardware, metal, nonfiction, pop, radio & podcasts, rock, shorts, tabletop games and television.
4. From the end of 2016, the successful rate is dropping but at the same time failed rate is increasing. Kickstarter seems lose its attractive to public.
5. What are some limitations of this dataset?

Most of campaigns took place in the U.S. It is hard to analyze how Kickstarter’s performance in other countries. Also, this dataset is only about Kickstarter, we do not know how other similar platforms’ performance in those categories, which hardly rate whether Kickstarter is a better platform or not than others.

Now, we only know campaign’s result, duration, backer’s total amount and pledges. But to make a successful campaign, there will be many factors involved. Based on current dataset, to analyze the possibility of successful campaign is limited.

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

Failed campaigns’ duration compared with successful campaigns’ duration, and comparison can be filtered by categories