1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Right off the bat, what was most striking to me is that there are a… surprising number of crowdfunded plays.
* Rock (Music), Documentaries (Film & Video), and Hardware (Technology) are among the most successful campaigns in terms of the number of campaigns combined with their ratio of successful to canceled/failed campaigns.
* Audio Journalism, World Music, and Art Books are not popular campaigns.
* Generally speaking, the lower the goal amount, the higher chance of success.

1. What are some limitations of this dataset?

* It would be helpful to somehow obtain data about how “engaging” a campaign is. Certain campaigns may be boring while others may have lots of fun illustrations or videos. Therefore, the success of any given campaign may be highly dependent on that and our dataset has no way of measuring its impact.
* Different categories may have higher success in different parts of the year. This is illustrated on the third chart (Number of Campaigns vs. Month of Year). So just because it looks like some campaigns were struggling, maybe they did not find the right balance of setting the right goal amount and picking the right time. More analysis would need to be done to dig into this deeper.

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

* I would like to see a table illustrating the minimum, maximum, average, and median goal amount for each category/sub-category.
* It might be insightful to see the percentage successful/failed/canceled as a function of category/sub-category. I went ahead and generated this information out of curiosity.