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

First of all, 100% of all animations projects fail while 100% of hardware succeed.

About 80% of Kickstarter projects come from the US. It also seems that music is one of the most popular genre’s on kickstarter.

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

Some of the limitations of the dataset is that we don’t have the population size, which could potentially cause a bias in terms of how well the sample size is represented.

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

Another possible table that we could create would be a table to analyze the success rate for each country.