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

**1.1 CONCLUSION:**

In the data of 4000 past Kickstarter projects, theater is the category with largest number (1393) of projects, whereas journalism is the one with the least number (24) of projects. Also, journalism is the only category that has a 100% rate of the canceled project (24 out of 24 projects)

* 1. **CONCLUSION:**

Among subcategories of Kickstarter projects, there are several categories such as classical music, documentary, electronic music, hardware, metal, nonfiction, pop, radio & podcasts, rock, shorts, tabletop, and television have the 100% successful rate.

On the other hand, animation, children's books, people, places, restaurant, and video games are subcategories that have the 100% failure rate

**1.3 CONCLUSION:**

By looking at the chart on the left, May is the month has the greatest number of successful projects. However, after this month, the number of successful projects also start decreasing dramatically until September.

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

In my opinion, the size of this dataset and the randomness of the data are some of the limitations. Because to come up with reliable conclusions for this quite large dataset (300,000 project), 4000 project is not big enough due to its lack of variability. To avoid the significance sampling bias, we should not pick the 4000 last projects as sample data to analyze and try to come up with the conclusion for the entire projects of Kickstarter.

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

**3.1 CONCLUSION:**

In the data of 4000 past Kickstarter projects, theater is the category with largest number (1393) of projects, whereas journalism is the one with the least number (24) of projects. Also, journalism is the only category that has a 100% rate of the canceled project (24 out of 24 projects)

**3.2 CONCLUSION:**

Around 59% of Kickstarter projects successfully meet their funding goal, but the rates are various across the categories. Music (81.82%), theater (62.99%) and film/video (62.50%) are the top 3 categories that exceed the average success rate, while food category (19.54%) lags far behind it.

**3.3 CONCLUSION:**

Across all the categories, the average successfully funded project raised about ten times the amount of the average failed project. ($18,579.3 to $1,855.5)

Technology and gaming tend to be the hottest category to be successful. The average successful technology project raised about $94k compared to the $6k average theater raised