1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. Among all the crowdfunded projects, theater comprises the greatest bulk, followed by music.
3. Plays makes up a much higher proportion than any other subcategories.
4. The success rate of all the projects is lower than half; in general, the success rate is higher in the first half of the year than the second half.
5. What are some of the limitations of this dataset?
6. No exchanges for currency.
7. Would be better to have number of total members on Kickstarter by the time a project was created.
8. What are some other possible tables/graphs that we could create?
9. Differences by country: number of donors & average donation, rate of success vs country.
10. Variation by the year: number of donors & average donation, rate of success vs year created.
11. Does staff picking or spotlight matter: number of donors & average donation, rate of success vs staff picked/spotlight or no.