Kickstarter HW Report

What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Of the nine categories of campaigns that made it through the funding process, music-related campaigns were proportionally most successful, with a success rate of 78 percent.
* The highest number of successful campaigns were launched during the month of May.
* The Theater category is most populated. We can conclude that the majority of projects that are funded fall under this category.

What are some limitations?

* The campaigns represented in the dataset are indicative of only 4 percent of the 100,000 campaigns that have made it through the funding process, therefore may not be a representative sample of the trends associated with successful campaigns.

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

* Comparing amount of funding with state to see if there is a correlation
* Number of backers versus success rate to identify correlation