**THREE CONCLUSIONS THAT CAN TBE DRAWN FROM THE KICKSTATER CAMPAIGNS**

1. Based on our given data set and analysis, it is clear that Kickstarter campaign was somewhat more successful with regards to the goal amount when compared to that of the pledge that was gotten. There was also a higher percentage of successful outcome when compared with the percentage of failed, canceled and live state by the overall total project.
2. We can also draw a conclusion from the numbers of category and sub-category that the campaign had. It shows from the analysis that the “play” sub-category had the most campaign. This sub-category falls under the “theater” category which had the most successful and failed campaigns respectively.
3. A conclusion can also be drawn from the data, that most of the campaign throughout the year was in the month of May, which also had the most successful campaign.

There is also a probability that the more the campaign the higher the state of the campaign been successful, failed, canceled or live and vice-verse.

**LIMITATIONS FROM THE DATASET**

1. Will the canceled campaign be counted as a failed campaign?
2. Is the live state of campaign significant in this dataset?
3. Is all the country where the campaign is carried out interested in a Kickstater campaign?

**POSSIBLE TABLES AND GRAPHS THAT CAN BE CREATED**

1. Scatter graph
2. Bar graphs
3. Line graphs
4. Hierarchy graphs
5. More pivot table to compare other relationships