**Three conclusions we can draw about the Kickstarter campaign**

* Theater has had the most successful programs, but also with half as much failures
* Plays has had the most successful programs, but also with half as much failures
* Most successful programs happen in May, while highest failures have been recorded in June and October

**Limitations of the dataset**

* It doesn’t show the genre, that would have been easier to read and analyse than the blurb.
* It would be good to see how bankable these programs were by showing profitability, sometimes all the money available doesn’t have to be spent to make the most profit and they could find themselves cancelling profitable programs by only looking at the amount pledged

**Possible tables and graphs we can create**

A table showing countries with the state. This shows us that the US has the most programs and also the most successes and failures, the second would be the UK, the other countries are quite sparse with programs which translate to less money spent.

Another table showing the goal and pledged amounts, this highlights the fact that even though the US is more ambitious with goals, they don’t necessarily get all the amount they need from pledges, co





