**Kickstarter Report**

1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Out of the different types of categories, most of them can be categorized as arts, or art related. Theater, Music and film& video are the categories with the most items. Even in the sub-categories, plays are a little more than a quarter of all the Kickstarter projects.
3. A significant amount of the items (45%) are for projects under $5000.
4. The volume of projects is larger in the summer months (May to July) but does not have much variance overall (with the exception of December).
5. **What are some limitations of this dataset?**

It’s stated that only a third of Kickstarter projects have a successful outcome, but this dataset has more than a 50% success rate. This suggests a biased sample.

Apart from this, a significant percentage of project categories (69%) can be classified as art related. This may not be the most accurate representation for all Kickstarter projects.

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

Some of the other analysis that could have been done are:

1. Looking at the Kickstarter projects for non US countries
2. Making a comparison between the Goal amount and the pledged amount.
3. Making a comparison with the number of backers and categories, and the number of backers as a whole.
4. Analyzing the average donation per project and per category.