**Kickstarter Report**

1. Conclusions
   1. Kickstarter campaigns commenced in December are the least likely to be successful. It is the only month in which there are more unsuccessful than successful campaigns.
   2. Music campaigns are by far the most likely to be successful with a success rate of over 77%, the next best being theater at just over 60%. This is largely due t the overwhelming success of rock and indie rock campaigns with 400 of the 420 campaigns in these categories proving successful.
   3. A current limitation of the data is that it is in different currencies. To properly analyse the data as it relates to the goal and pledged amounts we should be standardising the currency units.
2. Date set limitations
3. Other possible tables or graphs
   1. We could further examine if there is a relationship between the goal amount and the likelihood of a campaign being successful. We could do this through a simple column chart comparing the average goal of each category.
   2. We could produce a line chart comparing the state of campaigns over time to determine if there has been changes over time in the number of successful vs failed or cancelled campaigns