Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Based on the total number of campaigns in the music category this has the highest percentage of success at a rate of 77%, closely followed by Theatre at a success rate of 60%
   * Running a campaign in May or June would likely have more success than the rest of the year at 60% and 54% success rate
   * Animation, web and video games are campaigns that have had no success and only failures.
2. What are some limitations of this dataset?
   * Though each campaign is set to one category & subcategory it may be that it should be considered within two or more categories which should change the data for example“Can't Go Home” is a travel series, hosted by touring musicians profiling different American cities, you could argue this falls into multiple categories of Music, Journalism and Film & video.
3. What are some other possible tables and/or graphs that we could create?
   * Data by average donation, number of backers and by what Category
   * One so that we compare all of the countries together and which has the highest success rate