**KICKSTARTER PROJECT CONCLUSIONS**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The fundraising goals below 10,000 had more than 50% rate of conversion and success whereas the projects having the goal of 45,000 showed 50% events as failure and unable to meet the goal
   2. Film & video, music and theater had more number of successful fund raising events against unsuccessful, failed &live events in comparison with the rest of the categories.
   3. The first quarter of the year raised funds through live shows

1. What are some limitations of this dataset?
   1. The dataset doesn’t mention the location ex state etc.
   2. The database fails to provide the demographic information
   3. Different currency for each country
2. What are some other possible tables and/or graphs that we could create?
   1. We can create a chart showing date created conversion, date ended conversion based on percent funded,category ,country