**Kickstart My Chart – Oluwatobi Akinsanya**

* Out of all categories, projects related to the Arts (Theater, Music, and film & video) are most successful.
* Kickstarter has at least 2x more Theater projects than any other category which makes theater projects the most competitive to gain funding.
* Out of 4000 projects, very few projects become live through Kickstarter
* Kickstarter has at least 3x more projects related to plays than any other subcategory which makes plays the most competitive to gain funding.
* Projects on faith, plays, small batch, and spaces will more likely become live than any other subcategories.
* Projects on animation, drama, video games, food trucks, wearables, and web projects will most likely not be successful.
* Projects on Kickstarter are more likely to be successful in February, May, and November.
* Projects are more likely to fail than succeed in December.
* Projects between June and September are less likely to succeed.

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theater projects will more likely be successful in the Spring.
   2. Projects on plays are the most competitive to gain funding with at least 3x more projects than any other subcategory.
   3. Out of 4000 projects, it is very difficult for your project to become live through Kickstarter. Only projects on faith, plays, small batch, and spaces have gone live.
2. What are some limitations of this dataset?
   1. This dataset is a snapshot representing 4000 out of 300,000 data points which is 1.3% of the entire project dataset.
   2. There may be additional trends that we need the larger dataset to see.
   3. The data for the state of live projects only provides data for the first 3 months of 2017 when the data is viewed by month.
   4. Analysis wasn’t done to determine if plays are an outlier
3. What are some other possible tables and/or graphs that we could create?
   1. Check for outliers with Box and Whisper plot
   2. Relationship between percent funded and successful projects
   3. Relationship between percent funded and live projects
   4. Relationship between backers count and live Projects
   5. Relationship between backers count and successful Projects