Conclusions from the kickstarter campaigns:

* Under different categories and sub categories, more than half of the campaigns were successful.
* Theater, music and film&video are few of the categories that scored a successful campaign.
* Percentage of successful is the highest and percentage of failure is the lowest when the goal is less than 1000. But as the goal increases, percentage of success decreases and percentage of failure increases.

Limitations of the data set:

* It should have included age group of people that falls under each category so that we can launch similar campaigns and thereby increase the pledged amount and make it a success.

Other possible tables and/or graphs:

* We could have included scatter plots to show how much one variable is affected by another.