Data Report

1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**

* In the Categories 53% of the data are successful, and here are the top three:

**Theater**: 38% of successful projects totaling to 839

**Music**: 25% of successful projects totaling to 540

**Film & Video**: 14% of successful projects totaling to 300

Although Theater is the Successful Top leading in the categories but it is also the most Failed projects, 493 counts in total.

* In the Sub-Categories Documentary, Hardware and Rock have the most Successful projects with 0% Cancellation, and 0% Failed. On the other hands Animation, Food Trucks, Video Games, Wearable, and Web are the worse projects so far. These Sub Categories have no Successful projects instead they are either Canceled or Failed.

Out of 4114 total counts the Sub-Category Play has 1066, making it the one that has the most projects.

* 2015 has the most project counts for a single year, and From 2014 to 2016 most projects took place like about 77% of the projects compared to any other period. However 2014 has a lot more Canceled and Failed projects.

1. **What are some of the limitations of this dataset?**

* The data has regional limitations because most of the projects came from The United States and Great Britain. It would’ve been helpful to diversify the data source.
* I think Sub-Categories should have been broken down even more because it raises many unanswered questions. For example, the Play Sub-Category has the most Successful and Failed projects count, so one might want to know what kind of Plays produce the most successful projects.

1. **What are some other possible tables/graphs that we could create?**

We could have created the following possible tables or graphs:

* Table results per country
* Goal amount per Category and Sub-Category
* Pledged amounts by Category and Sub-Category
* A Scatter Plot between Pledged Amounts and Goal Amounts