**Report StarterBook**

17/11/18

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

**Based on the information of the Excel we can appreciate that the greatest number of successful projects are in the category of Arts i.e. Theater, Music and Film & Video are the Top 3, then Technology in number 4th place.**

**If we choose the sub-category makes sense that Plays get the highest peak at the graph due all of those belongs to Theater which is the # 1 Category in projects either in the different state of the projects, I mean successful, canceled, live, etc.**

**It seems that there are not correlation nor trends with the invest or the successful projects during the time.**

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

**In my opinion if we will had more data among different years, we can realize if this is a really representative amount of data which could be the majority or are part of the outliers sample due I think based on the premises of Kickstarter; Technology can be a potential category to be where most projects can be funded.**

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

**It will be very helpful if we can find correlations like age of the backers, or if the goal of the projects are directly linked to the amount of the backers.**