**ANALYSIS OF MODULE 1**

Based on the data provided I can conclude that

1. Theatre/Play projects are generally accepted, it is recorded that it has more success rate than the failure rate across all countries except in Canada, it also has equal chance of failure/success in Great Britain.
2. The best time to launch a project is in the month of July.
3. Project related to entertainments are more successful compared to others.

Limitations of this dataset includes

1. The number of projects picked in each category is different which makes it difficult to judge.
2. The percentage fund is not a true reflection of interest in this sample project, for example Games category has high percentage fund in areas where its successful but generally its success rate is lower than its failure rate.
3. Few countries were considered which limit the scope of the result.

Other possible graphs include

1. The total number of each parent categories against the percentage funded. This will reveal how people that are interested contributed to the success of the project.
2. Success and Failure rate percentages against Parent categories. This will show the true rate at which a category is accepted instead.