Kickstarter Conclusion

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. Film and video had the highest success rate out of all the categories. Film and video was also the 4th highest total count.
3. 2013 to 2017 held large changes In quantities of projects. Starting low in 2013 then rising to its peak in 2015 followed by a steep descent back into low numbers of involvement.
4. Journalism is an unsuccessful project group. Having the lowest number of attempt with an outcome of 100% cancelled.

One limitation of the data set. Is the inability to know the amount of backers making investment through the lifetime of the project.

A second would be that the categories of data collected seem to be random. To gain a better conclusion of the which category was the most successful during a certain year. The data collected would have to have a similar number of attempts per category.

As someone who would be using this data to make an educated assumption as to the way to develop a Kickstarter project with a high expectation of success. I would like to have seen a side by side visualization of the countries market value during the duration of the projects.