## **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

The graphs show that the most success was achieved in the Theater category, with projects from Music being the second runner up with 540 successful projects (13% of Total). The projects in the Film and Video category taking the third place accounting for 7.2% of the total successful projects globally.

When compared, the global top three most successful project categories to those in the United States found that the most successful categories were the same: Theater, Music ; and Film and Video.

Projects in the Journalism space seem to have had no success since 100% of them were cancelled.

In addition, I looked at the trend between the first full year (2009) and the last year in this dataset. In 2009 September the overall number of projects show a spike where as in 2017 the data only gives information on projects for the first quarter of the year. For that period of Q1 2017, all categories were trending down in number indicating less projects were submitted.

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

The dataset only provides information on one aspect of the project based on when it was created and finished. The dataset only gives the number of Backers and not what type of investors they are or how many projects one sponsored. Did one investor sponsor more then one?

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

It would have been interesting to see information in another table what caused those spikes in the number of project submitted or the reason for the lower number of project created end of Q1 in 2017 or any other year.