Conclusion that I can draw from Kickstarter data.

1. Just over half of the projects were successful and about 1/3 failed.
2. Projects failed when the target funding did not reached the required goal.
3. In the 9 years of Kickstarter 3/4 of the projects were done in 2014,2015 & 2016. 30% of project were done in 2015.
4. May is a successful month to start a project.
5. When target funds are high, no one pledged, or a very small number of pledges recorded.

The limitation of the dataset

* Only 25% of the data is global, the rest is US based.
* Data set is small to come up with any detail conclusions.
* Detail meanings of the state of the projects are not available. Why the project succeeded or failed, i.e., exceeded funding, the idea was already is used, etc.

Possible table or graphs

* Graph by country and the state of the projects. This chart visually demonstrates that most project are in the US.
* Graph of backers and projects by country. This graphs show a correlation between the two. This would not have been identified by looking at the values. It can be concluded that the projects are packed by the people in that country.

Statistical Analysis

* The median summarises the data more meaningfully due to the wide range of values. This can be identified from the minimum and the maximum.
* The failed group has a small variability compared to the success group. This can be identified from the standard deviation, which is high for the success group. The failed group has less backers. It was also identify above as a reason for project to fail.