**Kickstarter Campaigns Report**

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

1. The Higher the goal, the less successful the campaign is
2. Highest concentration of projects and the highest concentration of successful projects is in the “Theater” Category
3. Within the Category of “Theater” the sub-category more represented is “Plays”

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

The currency is not consistent which make the assessment of the goal and success not meaningful

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

We could analyze the duration of the projects to:

* Understand what the average duration for the successful and failed projects is to assess any correlation between the time and the outcome.
* Determine the average time elapsed to cancel a project