**KickStarter Report**

1. **Conclusions:**
2. Observing the data set it can be said that over half of the projects were successful (2185 out of 41141). The most successful categories being theatre, music, film & video and the rest food, journalism, games being the lease successful projects.4
3. Looking at the 41 sub- categories , we have a significant projects about plays which are very popular. There are projects that are both a hundred percent successful and unsuccessful.
4. Looking at the final chart done according to the months, its easy to know that the no. of projects that are cancelled are less when compared to successful and failed
5. **Limitations:**
6. This is a sample set of 4000 projects of whole set of 300,000 projects launched on Kickstarter. So any conclusions from the given dataset can or cannot be generalised for the whole 300,000 projects.
7. **Considerations:**
8. We can try and find a trend between just the successful and unsuccessful projects from all the categories to understand the projects that needs more attention and the projects that are popular.