**Unit 1 | Assignment - KickStart My Chart**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Projects in entertainment industry have the highest success rate as most successful projects launched are in music (77%) followed by theatre (60%), film and video category (58%). Food has the highest failure rate (70%). All the journalism projects have been cancelled.
* Highest success rate is achieved on projects where the initial funding goal is less than 1000 and projects success rate falls drastically as the funding goal gets greater than 45,000.
* Of all the countries that have launched more than 20 projects with kickstarter, Great Britain has the highest success rate (61%) followed by United States (54%)

1. What are some of the limitations of this dataset?

* More attributes of the project are needed to define success
* The sample data does not equate to all projects that kickstart has launched

1. What are some other possible tables/graphs that we could create?

* Projects outcome based on country



* Quarterly projects outcome based on category

