**REPORT**

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

1. The most successful categories are:
   1. Music
   2. Theater
   3. Film & Video
2. The most successful sub-categories are:
   1. Rock
   2. Documentaries
   3. Plays

What are some limitations of this dataset?

* How many people are involved/working on the project (Project member count).
  + Project member retention.
* Project member areas of expertise/educational background.
* Project member experience.
* Project member demographic information.
* Other available resources.
* Location (city, neighborhood)

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

* Percentage of successful vs failed projects by category
* Relationship between number of bakers and success/fail rate
* Relationship between percentage funded and success/fail rate
* Relationship between average donation and success/fail rate
* Relationship between start/end time and success/fail rate





