**Kickstarter Report**

***What are three conclusions we can make about Kickstarter campaign given the provided data?***

* Analyzing the data provided we can conclude that over 4114 projects funded by Kickstarter more than a half have been processed with a positive outcome. Referring to the Background assumption “Of the over 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome” our analysis has reached better results.
* The biggest part of the “successful” projects shown in this dataset are between 1000$ and 4999$ goals, that means that another insight for the successful rate of the company is having a goal between 1000 and 4999
* Analyzing the Category and Sub-Category the most popular one is the Theater holding 1393 projects over 4114 and more than half results to be successful projects

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

The relevant limitation of this dataset is the lack information regarding PNL of each project in order to give a specific overview considering not only the state of the project but also about finantial.

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

Some useful information that we can add to our analysis are about the total percentage of the project’s state compared to the total number of projects, in order to have a simpler overview between all the information provided.