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

2. What are some limitations of this dataset?

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

**Conclusions about Kickstarter campaigns:**

Category -Music has highest success ratio 77%, almost all genres did well except jazz and faith. It was followed by theatre which was second highest successful campaign with plays having high success ratio

Category- Food campaign had the lowest success rate(17%) /highest failure rate

Sub categories - Documentary, electronic music, rock, hardware, non fiction, pop, radio & podcasts, shorts, tabletop games television were 100% successful

Sub categories- children’s books, drama, fiction, jazz, gadgets, people, mobile games, nature, place’s, restaurant’s failed completely.

Subcategories- Indie Rock and small batch had success rate between 80-90%

Sub-categories- Photobooks, plays, space exploration had around 64-66% success rate and others less than 50%

May was the most successful moth across all categories and all years. Max failed category campaigns were in Dec. July and Nov months had highest cancellations across all years and categories.

**Limitations of Data:**

* No recent data available
* Cancellation/Failed details would have been helpful

**Other possible tables/ graphs that could be created:**

Backers Percent to Category

Backers to Category Graph which will help us understand the backers support for every category

Bakers to State

Country to Backers

**Statistical Analysis:**

Mean values for the backer count for the successful and unsuccessful campaigns are not the reliable representation of the data due to high variability shown by the standard deviation values.