# KickStarter Campgain Data Analysis

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

Conclusions:

* Crowdfunding projects that were done using the means like theatre arts, musical concerts and film & video helps to reach large number of people and so they help to reach the goal quickly and go even higher.
* Based on the percentage of projects that were successfully completed versus failed, large number of audience are interested in fun and entertainment activities, so conducting crowdfunding projects in those areas would give more of positive results.
* Food events, Journalism and Publishing failed to attract many people.
* 2. What are some of the limitations of this dataset?

Limitations:

* Besides the historical data of the crowdfunding projects, It would be helpful to gain even better insights if survey data and audience feedback was given part of this dataset, they help to improve projects or plan new projects that large number of audience like.

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

Further scope of analysis and visualization:

* Parent Category, sub-category level percentages of success/failure.
* May be pie-charts or similar visualization that gives quick glimpse of which parent/sub category those have had highest percentage of success and failure.