**REPORT**

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

One conclusion I can make from looking at all the categories of Kickstarter campaigns from the dataset is that theater has the greatest total number of successful projects. From analyzing within the theater category, there are three subcategories – musical, plays, and spaces. Comparing them, I see that plays have more success than musicals and spaces combined.

Another conclusion is that under the film and video category, animation and drama had the worst performance (with 100% of the projects failed) while documentary had the best results and the greatest number of successful projects (with 100% of the projects succeeding).

Finally, I see that December has been the worst month for successful Kickstarter projects. Also, it is the only time of the year with the more failures than successes.

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

This dataset doesn’t show the countries that the backers are from. This could be a helpful information to verify if people tend to donate money to projects from their own countries versus others. Also, it can help to understand which categories are more popular depending on the country.

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

As mentioned in the previous answer, it could be helpful to understand the trends of each country. I think we could create one graph that shows which kind of project is more popular by country.

Besides that, to have a better view of the parts of the whole, I believe it would be useful to create pie charts of all the parent categories combined, as well as one specific parent category (as a whole) showing its sub categories (as parts of a whole).