# Kickstarter MyChart Report

1. Conclusions
   1. **Theater** category campaigns were able to gain most funds and were the most successful
   2. **Animation** sub-category campaigns were 100% failed and **Plays** sub-category was the most successful.
   3. Most successful campaigns were created on May. Hence, we can predict that the campaigns which are creating on May, would have a high success rate.
2. Limitations
   1. 3038 out of 4114 (~73%) campaigns in this data set were initiated in US. Hence this is not a complete representation of global campaigns and the data set would not be helpful when predicting a global campaign success rate.
3. Other possible charts
   1. We could create successful% vs Category (or sub category) get a more accurate understanding about which category (or sub category) would have most success rate.
   2. A chart which shows campaign outcome based on goal would help to decide on appropriate goal for a campaign to become successful
   3. A chart on Campaign outcome based on pledged amount would help to decide on adequate pledged amount to become successful