**KickStart Report**

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

1. Given the data provided, theater, music, film and videos have the highest successful numbers. However, food, games and publishing have lower success rate. Among all these categories, journalism has 0% successful rate and 100% cancellation rate. In general, the project is more likely to be successful (53%) than failure (37%) or others (10%).
2. Classical music, documentary, electronic music, hardware, metal, non-fiction, pop, radio and podcasts, rock, shorts, table top games, and television, these subcategories have a hundred percent successful rate. However, animation, children’s books, drama, fiction, gadgets, jazz, mobile games, nature, people, places, restaurants and videogames, those ones have a hundred percent failure rate. Art books, audio, science fiction and world music got all cancellations. Among all these subcategories, plays’ successful number stands out from all other.
3. The project is more likely to be successful in the first half of the year than the latter half. The successful number reached the peak in May and hit the least in December. However, the trends of success, failure and cancellation seem share a similar pattern. It increases at the first half of the year and reaches the highest in the middle of the year. Then it starts to decrease and hit the lowest in December.

What are some of the limitations of this dataset?

* The sample size may not large enough.
* The sample maybe a biased sample and cannot be representative sample of the whole population

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

* The duration of the project
* Geographic map, including states and cities.