**Kickstarter campaign Analysis**

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

Answer:

1. Best way to perform successful campaigns is Music and Theater. Music has highest success rate.
2. May and June attracts major audience hence best time for campaign launches.
3. Food, Journalism and Publishing have high failure rates. Food truck campaign was worst to attract crowd and hence not a suitable option campaign.

2. What are some limitations of this dataset?

1. To positively predict a success based campaign, the data volume should be high however this dataset was limited.
2. Target defined for campaign was quite low. To get real picture that should be raised a little.

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