The following 3 conclusions are made on data provided from Kickstarter.

*Note about the conclusions:*

* Data includes projects launched from May 2009 until mid-March 2017.
* The data represents projects at a global level from 21 different countries.
* The data is not live, only a snapshot.

Conclusion 1:

Kickstarter Journalism projects are not successful as all of them have been canceled. Find another way to fund your project.



Conclusion 2:

Kickstarter Theater/Play projects are the most active, with 1066 projects, regardless of success rate. People like to fund Plays.



Conclusion 3:

Kickstarter project are more successful when launched during the month of May, plan accordingly.



What are some of the limitations of this dataset?

* While you can determine what the final status of the project is, you cannot determine the speed which the project hit their final state. How many days did it take to fund a project?
* There is no data for a Kickstarter that was successful but never delivered a final product.
* Some projects may be better classified in its own category/subcategory.

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

* A Table with a Pie chart graph could be created to demonstrate the location of each Kickstarter.
* A Table with a Column chart that demonstrates the relationship of Staff Picks to the status of a project.
* A Table with a Stacked Column chart that compares the Average Donation to each Category.