**KICKSTARTER CAMPAIGNS ANALYSIS**

Kickstarter campaign data was analyzed from 2009 to 2017 to provide the conclusions of this analysis. We will address three questions:

1. What are 3 conclusions we can draw about Kickstarter campaigns?
   1. Only 50 of the 4114 or 1.2% of projects are live now.
   2. Theater, music, and film & video projects had the most success in achieving their funding goals. Of these 3 category types; plays, rock, and documentary sub categories were the most successful in achieving their funding goals.
   3. The period of operation would appear to have begun on 05/17/09 and ended on 3/15/17. The peak for projects participating in Kickstarter was 2015.
2. What are some limitations of this dataset?
   1. The periods of 2009 and 2017 do not represent a full 12 months of data.
   2. There is only high level data here which doesn’t offer a lot of drill-down opportunity.
3. What are some other possible tables and/or graphs that we could create?
   1. It would be interesting to do a more in-depth analysis of the backers data in relationship to whether a project was success and/or is live.
   2. The pledged amounts and average donation would be another area for more analysis.