**Conclusion**

From the analysis done on the sets of data obtained from the kickstarter campaigns, the underlisted conclusion can be obtained.

* The month of May/June showed an increase across all category while the months of September/October showed a decrease in outcome.
* Activities under the sub-category like Classic music, documentary, Rock, Electronic music, Television and Tele top game showed 100% success when compared to the total. While activities like Mobile game, People, Children book, animation to mention but a few have shown a 100% failure rate.
* Also, from the pivot table analysis of the sub-category, it shows that, the most outstanding activities is the “play” that showed high total out come and hence implied that a lot of people patronized the plays more than any other activity.

**Limitation**

There is constraint with the data set provided because details were not provided why there was failure or cancelation for the activities scheduled. Furthermore, the use of different currency on the same table will impact the result because of the difference in exchange rate.

**Possible Charts and Table to be created**

The following are the possible charts and that could have been created.

The percentage successful, failed and canceled by the whole years in view.

The percentage successful, failed and canceled by the goals.