**Kickstarter Report**

1. Conclusions from the available data are as follows:

* The successful campaigns/projects are about 53% of the total started campaigns
* Most projects are of the category “Theater” however only 60% of them are successful. On the other hand, the category “Music” comes next as the number of projects/campaigns however it’s getting a higher percentage of success in Kickstarter as 77% succeeded of all the music category.
* The subcategories “Rock”, “Metal”, “Pop”, “Classical Music”, “Electronic Music” in the “Music” Category are successful with no failures or cancellations at all. So, we can conclude to concentrate more on these projects in the future and add more of them.
* Most of the campaigns/projects take place in the US; 74% of the total campaigns.
* The campaigns of category “Food” are the worst in their performance; only 17% succeeded however 70% failure.

1. Some of the limitations to this dataset are:

* The given data set only provide 2.3% of the total budget spent on Kickstarter and that’s a huge variation of diversity maybe in categories and subcategories.
* Only 4000 projects are included from the base of 300,000 so maybe there are other countries than US that have the most number of projects in them.
* The data is not updated, and it doesn’t include 2018’s data. So maybe the stats of some projects have been changed and maybe there are other new categories and subcategories as well as the number of backers maybe have changed affecting the average donation calculation.

1. Other tables/graphs that we could create are:

* The top 10 successful projects/campaigns per category.
* Categorize the projects by the average donation .
* For the Live projects; we can show the state/outcome per deadline to analyze which projects will probably fail or succeed based on the time left for them and the percentage achieved from their goal.