**REPORTS**

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

2. What are some limitations of this dataset?

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

**THREE CONCLUSIONS:**

1. **Documentary campaigns were 100% successful followed by plays and music.**
2. **Approximately 50% of the total campaigns were successful and around 40% of the campaigns failed which shows that almost as many failures as successes.**
3. **Number of campaigns in Kickstarter leaped almost 300% from the year 2014 and success rate of campaigns fell dramatically around 80% to 50%. Also, report revealed the campaigns launched during the months of May and June were most successful.**

**Limitations of datasets:**

1. **Not enough data to infer why certain campaigns were unsuccessful.**
2. **Not enough data to analyze why campaign occurred less number of times during the beginning and end of the year as opposed to May and June.**

**Possible tables/Graphs:**

1. **Create pivot table based on the goal range vs result of the campaign.**
2. **Create pivot table based on the percent funded vs category/sub-category.**