**Conclusions**

Based on the data provided there are several conclusions that can be made. The first is that the ‘Theater’ category counts for the highest number of Kickstarter projects by far. This is followed by ‘Music’ projects and ‘Film and Video’ projects, with ‘Journalism’ projects accounting for the lowest number.

A second conclusion is that a majority of the projects are successful. A lesser number of projects failed, a small number were cancelled, while just a few were noted as being live. The live designation looks to be just a temporary designation while the funding is underway and before a final designation is given, which would account for the small number assigned live.

A thirst conclusion is that the number successful project appears to be decreasing in later months of the year, while the number of failed and cancelled projects appears to remain fairly steady throughout the year. However, this conclusion is somewhat suspect due to limitations of the data, which are presented in the next section.

**Limitations**

There are a number of limitations in the data. The first is that the data does not include full years of data for 2009 or 2017. The lack of a full year of data for 2017 contributes to the questionable findings in the third conclusion above. A second issue is that the donation amount provided is in different currencies, so any analysis of the average donation field would not be valid. We would first need to convert this to a common currency. Finally, there appears to be some questionable data in the goal and pledged amounts. For example, there are a few cases where the goal amount is just 1 or 2 dollars, which seam odd. There are also cases where the amount pledged far exceeds the goal. An example of the this is a project where the goal was $30,000, but the pledged amount was over 2 million dollars. This results in some unusual numbers in the percent funded field we calculated.

**Other Possible Tables or Graphs**

The graph below was useful in understanding the that the data did not include full years for 2009 or 2017. This shows that the number of Kickstarter projects grew rapidly in 2014, but then began decreasing in 2015 to the present, likely due to an increase in competition. A pivot table/chart of the Country along with the state (i.e. Successful, failed) would also be interesting to see if projects are more successful depending on the country. Finally, a scatter plot of the goal amount vs the pledged amount would be helpful in identifying any outliers in the data that might need to be corrected or removed.

