**Kickstarter Projects**

1. The first conclusion we can draw from this Data is that the majority of people base their campaigns on Theaters. That is just the wave. Where there is a lot of people, others will follow. The problem is that basing their campaigns in that category, they have 45 to 47 percent chance that might failed. Music campaigns could be the best one because most people who had engaged to those campaigns have been successful and less have been cancled and have failed.

The seconde conclusion is campaigns based on technology paticurlaly video games, wearables and web, food trucks and animation are people least favorite because none of them have successful. They are not doing very well.

The third conclusion is that a lot of campaigns are done during the end of spring and summer. It is perahaps because the creators of those campaigns believe that people are more responsive over those time. And most campaigns have timeframe of a month.

1. I think the only limitation with this data is that it’s incomplete. We pulled most of data in US and some in other countries. Other than I believe this data is intersting because we had a lot of information on Crowdfunding projects located on kickstarter.
2. There are quite a few other graphes we could have tried and I believe bar and pie would have worked perfectly as well.