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

1. Food and Journalism campaigns do not tend to be successful on Kickstarter.
2. Music and Film & Video categories have had the best success rates. Documentaries, Hardware, Indie Rock, Plays and Rock sub categories have a high success rate with Kickstarter.
3. Starting the campaign between March through July has yielded better success rates historically than those started in other months.

**What are some limitations of this dataset?**

While there have been more than 300,000 projects launched on Kickstarter, we only have 4,000 projects included as part of the data set. This is less than two percent of the total projects, so there is a lot more information we may be able to gather from a larger sample size. Additionally, it is unclear how these 4,000 projects were selected as part of the data set so there could be some inherent bias in the data that we are analyzing here.

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

It would also be helpful to create a pivot table displaying the percent failed, canceled, successful and live for each Category and Sub-Category in addition to the count that has already been created. There are some categories that have more campaigns, so this would provide a better way to visualize and compare if certain categories had a higher percentage success rate.

A pivot table showing each country’s overall success rates may also provide some insight into what regions the Kickstarter platform works best for funding projects.