# Kickstarter Report

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

Music had the most success rate while food had the least.

Theater has the largest sample size than any other category.

Theater has the most success rate. more specifically plays.

1. What are some of the limitations of this dataset?

Understanding the target audience could be factor that effects the amount pledged.

1. What are some other possible tables/graphs that we could create?

I would be beneficial if I had a table that showed the percentage of success and failure compared to each category and sub category to getter a better understanding of where to allocate resources

You can also categorize the data by country to get a better understanding of which country contributes most.