Create a report in Microsoft Word and answer the following questions.

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

1. Every month, for the Sub Category Project there is about 50 – 55 % Success rate, 35 – 40% Failure rate, and 10% Cancel rate that a project will be canceled for certain.
2. Plays tend to have the most successful example out of all, but it also has the most failure, for every 2 play there is 1 fail (65% successful vs. 33% fail). With the funding for animation, drama, jazz, video games, wearables, majority of the time the project fail.
3. The most profitable project is achieved in US and Great Britain.

What are some limitations of this dataset?

The dataset seems to exclude certain pharmaceutical start up or science related as they are privately funded. Also not every country have the same project, so we are limited to knowing if a project undergo in a specific country can be compare to how well it can do in another country.

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

Which Sub Category is the most funded, and does funding have direct correlation with the project being successful? We see that Hardware has the most funding compare to plays, but hardware has the most fail and plays although without much funding, have much more chance to success. Same with Tabletop games, also receive tremendous funding, but did not have great outcome.