**Analyzing Report**

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

* Music is the most successful category (77.14%) in Kickstarter campaigns followed by theater (60.23%), film& video (57.69%). All projects in “journalism” have been canceled. People got less than 50% success rate for other categories.
* There are 9 sub-categories in “Music”, three of them have never succeed. The success rate of “Music” category will increase from 77.14% to 96%.
* From 2009 to 2017, the projects started in May achieved the highest success rate 60.62%, but the ones started in December got the lowest rate (44.05%).

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

* We investigate 4114 projects from 41 sub-categories in this analysis. There are 1066 projects from “plays” and 17 categories including less than 50 projects. Add more projects case to these categories will help us calculate the success rate for each sub-category.
* More attributes of the project are needed to define success

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

* Bar chart on Projects outcome based on country
* Pledged amounts by Category and Sub-Category