## Three conclusion that can be made about Kickstarter campaigns

1. A significant majority of projects are associated with the arts : Film, Music and Theater.
2. Hardware projects are the most successful within the Technology category
3. The lower the Goal amount, the higher the success percentage.
   * Projects with Goal amount greater than 10000 have failure/cancellation rate above 50%

## What are some limitations of this data set

1. This is sample from 1 crowd funding site only.

## What other tables/graphs could be created

1. Goal vs Category/Sub-category
2. Category/Sub-category vs average contribution