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

1. By seeing Parent Category Vs state graph, we can conclude that In Parent Category Music has 540 successful projects out of 700 projects where as failed, live and cancelled projects are 120,20,20 respectively. It has 77% success percentage compared to other categories.
2. According to Sub Category Vs State graph, we can conclude that for all parent categories and countries, Documentary, Hardware, Metals, Non-Fiction, Rock, Pop, Radio and Podcasts, Shorts, Small batch, Tabletop games, Television sub categories have 100% Success Projects.
3. Goal less than 1000 has 71% Success percentage in projects and compared to other years the projects launched in August month of 2011 has more success projects referring to Date created conversion Vs State graph.

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

1. It is given that, of the 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome. What is the criteria to come to a conclusion that a category’s outcome is positive?

* For Example: There are more number of success projects in Subcategory Plays but if we consider success percentage we have many subcategories like Documentary, Rock which has 100% success projects with no failed or cancelled projects.

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

* We can do sub-category vs average project duration plot (Sum of all projects duration per sub-category/no. of projects in that sub-category). That way one who is time critical can choose projects that are successful in short period of time.
* We can create a pivot table for percent funded vs state and plot a graph to know the percentage of fund we got from backers per category.