1. **Conclusions above Kickstarter campaigns**
   1. Most Successful Campaigns are in the area of Theater, specifically within Music Sub-Category
   2. Cancelled Projects since 2009 to 2017 have been steady each year which means no significant effort was put in to getting these projects funded year over year. Plenty of opportunities here to fine through the funding programs towards making them successful.
   3. Failed Campaigns have had just 6% pledges received on an average and the top 5 being sub-categories Plays, Video Games, Food Trucks, Wearables and Animation sub-category

* Largest Failures are within US (1097/1530)

1. **Limitations of the Data set**
   1. Does not tell us funding strategies and hence reasons for failure and cancellations are unknown besides the fact that target goals were not reached.
   2. Currency is not normalized hence comparative analysis is biased
   3. Many of the Campaign Names have the State (Status) embedded within it
   4. Categories and sub-categories don’t have first letters capitalized; hence charts don’t look clean
2. **Other possible tables/graphs that we could create**
   1. Pledged vs Goals (per country, per category)
   2. Deadline vs Launch Date (to know the difference and the turnaround time per country)
   3. Sum of Goals by State (Status)