* **Conclusions we can draw from Kickstarter campaign**

1. We notice that People have more confidence and liking towards the Theater category and mainly the plays, projects related to this category has the highest probability of success and the most funding from the people.
2. Music category would also be a good option to start a project as we notice a heigh success percentage for projects in this category.
3. It also feels the best time to launch a project would be in spring as we see the highest success for the projects started then and as the year progresses the success rate deteriorates excluding a small hike in October.
4. People tend to pledge more generously for projects with smaller goal size and as the goal size increases, it inversely affects the success percentage for the project
5. We also notice a hike in the crowdfunding as year progress and looking at the variance of all the successful campaigns we can conclude that the Kickstarter campaign has been yielding heigh return with the included risk.

* **Limitation of the dataset**

1. We have the data for only 8 years, and this may not be enough to validate all the criteria and possibilities.
2. We do have a bulk of live campaigns which could end up in any status, which in turn could affect the future success probability and the conclusions drawn from the data.
3. About 50% of the data is with respect to project types of Music and Theater, this would not be an idle data to make conclusions on the other project types.
4. We also have limited number of projects to review, out of the 300,000 projects we only have data pertaining 4000 projects.

* **Other Possible Tables/Graphs**

1. We could make a table indicating count of successful campaigns from each category for a particular country and this could indicate the demand for project based on locale.
2. We can have a table and graph comparing the status with the project duration, this can help us indicate the likeliness of finding pledgers based on the project duration.