Kickstarter projects state report.

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

Kickstarter is an American company, so according to the data, most of the projects come from that country followed by GB, the rest of the countries have small number of projects in the platform.

The categories with most successful projects globally funded by Kickstart are related to arts, being: theater, music and film & video, these are successful projects by number of projects and by percentage rate, by subcategory shows similar data. Technology has more canceled and failed projects as I expected.

Crowdfunding projects are most likely to achieve their goal in the first half of the year. In the second half the rate of failed projects rises.

1. What are some limitations of this dataset?

Reasons to have different project status, is it because of the goal or subjective reasons?

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

Tables:

* 1. Number of days to complete the goal for successful projects
  2. Exchange currency to USD for all projects
  3. Scale funding of projects

Graphs:

* 1. Measure category investment/sub category investment in USD
  2. Investment per country
  3. Average donation per country by category/sub category
  4. Staff picked project vs successful projects