# Kickstarter Projects Report

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

* Categories ‘Theatre’ and ‘music’ are two categories with most number of projects. Consequently, they’re also the categories with most “successful” projects, while theatre is also the category with most “failed” projects
* From ‘Theatre’ category, sub-category ‘plays’ is the one with most “successful” number of projects, followed by ‘rock’ in ‘music’ category
* Most successful projects were seen in May, while most projects were cancelled in July and November. February saw a sharp increase in number of successful projects and a sharp decrease in failed projects. There’s also a sharp decrease in successful projects in December, which is complemented by a rise failed projects

## What are some limitations of this dataset?

* Duration of projects may also be able to give us deeper insights into the trends of success/ failure of projects. Although this can be calculated using the start and end date.
* Goal and pledged amounts are in country specific currency units. Eg. USD, GBP etc.

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

* Duration vs state of a project (success/failure): Correlation between duration of projects and their success and failure to see if the duration is a factor
* Category/ Sub-Category vs Percentage funding to analyse the average range of funding achieved by categories to set more realistic goals for future projects of those categories