# KickStarter Analysis

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

1. Overall, the breadth of projects, are related to media & entertainment in some form. With theatre related projects accounting for the greatest percentage of projects.
2. Entertainment and specifically theatre categories also have the greatest number of successful projects, but that is in part a result of the sheer amount of projects created. In terms of success rate other categories have shown greater chances of success.
3. Canada funds more tech related campaigns than U.S . Therefore, tech companies are looking to leave the U.S. Kickstater has killed the domestic technology sector.

What are some of the limitations of this dataset?

It provides no specific details of the project. If someone was trying to see a common link in methods, no specifics can be provided. The data shows some in project setup, and categorization. No info on project execution.

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

Average donation vs Category/Sub Category, filtered by country.

Number of Successful projects vs Spotlight(true/false)