1.

Based on the received and processed data from Kickstarter, I can make the first conclusion that the percentage of successful projects that managed to find sponsors and to get the funding for the period from 2009 to 2017 was greater than the failed projects, namely, in the ratio of 53 percent successful against 37 failed .

Also, having analyzed our data, I can note that requests for financing in the theater category were the most popular. This category takes up 34 percent of all projects and leads the top three. The second place is occupied by the music category, 17 percent of the total. In third place with 14 percent we see projects in the field of technology. And the main outsider among all categories for attracting sponsors was journalism without a single successful completion.

The third conclusion, based on our data, is that most successful projects that received funding came from the United States and it makes 75 percent of all number of successful projects. Between 2009 and 2017, about $ 17 million was spent by American investors. And just the opposite, the least popular for financing were Singapore and Belgium, this might be due to the fact that the Kickstarter site is not yet so popular outside the United States.

2.

The main limitation of the processed data is that we have a limited sample size, we have only 1.3 percent of all Kickstarter projects. This is a too small sample size so as not to make a biased analysis and conclusions.

Also, we do not have complete information that is presented on the site, which could be of some help for the analysis. Such as comments, updates and rewards. This would help us review the percentage of sponsors who have donated to the project either willingly or based on rewards.

3.

Taking into account the fact that the United States is the country with the largest number of investors, I would add the states field for territorial analysis. And I would display the data in a graph with the number of completed and unsuccessful projects for each state.

I would also like to display data according to average duration (how long does it take for companies to complete the collection on Kickstarter) for the most successful and the least successful types of cases.