**KICKSTARTER FUNDING DATA ANALYSIS**

Three Conclusions we can make about the Kickstarter campaign are as follows:

* Theatre projects are generally more successful than any other projects and from the data provided, journalism projects do not seem to work. Since music has the second highest and film & video being the third, I will conclude that projects veered towards entertainment has a very high chance to succeed.
* Plays has a significantly higher chance to succeed as a project as we have seen in summary2, however, it also has a high failed rate. Classical music, documentary, electronic music, hardware, metal, pop, radio & podcasts, non - fiction, rock, shorts, small batch, table top games and television all have a 100% success rating, therefore these 13 sub – categories are a “safe” projects that can be invested into in the future.
* Transitioning from January to February is very important in the lives of these projects. More projects were successful in this time period than failed. Also, between May and August, less projects were successful on a steady decline the amount of failed projects also decline but not as steep as the successful projects decline in this time period. The end of the year is generally not a good period for these projects as we have less succeful projects and more failed projects.
* Also the higher we go in goal amount, the less successful the project is.

Limitations of the data set

* We have a significantly higher amount of projects in theatre which has the highest amount of successful projects therefore this might not be a good representation of how this category performed.
* Some of the categories had sub categories that performed at 100% but the performance of the entire category was pulled down by other failed sub categories
* We do not have enough data on some of the categories.

Other tables/graphs we could create

* Scatter Graph