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

1. Out of a total of 4114 projects, 2185 (53%) received successful campaign funding. The status for other campaign states such as failed, canceled and live are as followings:
   1. Failed: 1530 (37%),
   2. Canceled:349 (8.5%),
   3. Live: 50 (1.2%)
2. Between all parent categories, “theater” had the greatest number of successful projects (839 projects out of 2185 or 38%) and “journalism” did not have any success (0 out of 2185).
   1. Within the theater category the sub-category of “Plays” had the greatest number of successful projects (694 out of 839 or 83%). “Musical” sub-category had the fewest successful projects (60 out of 839 or 7%).
3. Among all countries, USA had the highest number of the successful projects (1651 out of 4114 or 40%). Overall, the months of May and December had the most and least number of successful projects respectively (232 out of 2185 or 11%) and (110 out of 2185 or 5%) respectively.

**What are some of the limitations of this dataset?**

1. The data set range is from 2009 to 2017 so we really do not have many long periods of data sets. with short period of data the analysis cannot be that significant.
2. We assumed there was not any flaws/errors in the sourcing of data provided.

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