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# Kickstarter´s Report

* Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
  + The successful projects represent the 53% and actually there are 50 projects alive.
  + The most successful category is in theater followed by music. The most cancelled category is technology followed by fil & video.
  + The month of start in which more projects went successfully is may
* What are some limitations of this dataset?
  + There is no clear objective to meet with the analysis
  + It is not understood how or where investors come from
  + It is not clear what the spotlight section is for
* What are some other possible tables and/or graphs that we could create?
  + Category, State vs. goal
  + State vs. backers count vs. mean of goal
  + Date created vs. state filtered by country or currency
  + State vs Currency/Country