**Kickstarter Homework**

Conclusions: I did the bonus tasks, but unfortunately didn’t save. Some observations are based on the calculations done without saving them.

1. Food Trucks, Animation, Web apps and wearables are the most likely campaigns to fail or be canceled.
2. There does not appear to be a causal relationship between the month a campaign started and determining its likeliness to succeed. However, the peak for successful campaigns launched were in the month of May, and the peak for canceled or failed is campaigns started in July.
3. Campaigns for less than $10,000 generally have an over fifty-percent chance of success. Campaigns aiming to raise $20,000 – 25,000 are the most likely to fail.
4. Theater and Plays are by far the most popular and successful category of Kickstarter campaigns.

Limitations of Data:

It would be helpful to know whether the users running a campaign have had previous experience, and whether previous campaigns were successful.

Other Tables/Graphs:

Pie charts showing which categories are most popular by country, and what percentage of each category falls into fail, success, cancel.