Kickstarter campaign

**Final results**

After analyzing the data in the spreadsheet, it can be concluded that out of all the campaigns, only about **half of them were successful.** Theater, music and film were the main fields which were successful and on the other hand, food and games were the fields with high failures. Successful campaigns had about 10 times more backers on average than the campaigns that failed.

**Shortcomings of this analysis**

* This data was recorded while few campaigns were still ongoing. So, the accuracy of the results may be affected.
* The data might be biased on entertainment category so the backers on all other fields were limited.

**Other suggestions**

To compare the results among countries, a chart could be made having countries on X-axis and the success or failure on Y-axis.