**Data Analysis Report on Kickstarter**

1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. In most campaigns the amount donated trends down as the campaign progresses.
3. The theater subcategory seems to have one of the highest success rates, but also with a higher failure rate as well. The music subcategory has a high success rate with a very low failure rate potentially making this a more efficient category.
4. Journalism is not the way to go if you want to run a Kickstarter campaign.
5. **What are some limitations of this dataset?**

There are many limitations to this dataset but some questions I had were:

1. Was the currency converted in standard?
2. The campaign run times vary, does that have any effect on outcome?
3. The categories and subcategories may not have been divided by the best common denominators or grouping roots.
4. **What are some other possible tables and graphs that could be created?**
5. Using a mapping chart and statistical breakdowns you could see success of campaigns from different regions.
6. You could look at statistics based on backers. Would the statistical analysis be closer in comparison if outliers were removed?
7. Looking at statistical variations to find which campaigns were most efficient, and where you should invest your time for the best return.
8. We could compare the state and donation averages verses the time of year. Are people more likely to be charitable during the holidays? After the holidays when they review their budget? Etc..