**Kickstarter Report**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Looking at the data clearly some categories have more chances to end as a success compared to other categories. In this case looking at the top 3 most common categories you can see that music and theater has the most chances to give you success. 77% of music projects ends up as success, and in second place you have theater that has 60% of projects end up as success.
   * Other conclusions that can be drawn from this data is that as the project gets more expensive it has more chances to fail as there is more risk in the project. Looking at the most expensive projects they have a 58% chance to fail.
   * If a project wants to increase their chances of getting to the next round, they have to choose a high category approval rate, for example theater and more specifically documentaries. The project needs to be cheap and make sure to present their project between March and July which are the months with highest approval rate.
2. What are some limitations of this dataset?
   * There is a lot of variance in the data set so it’s hard to completely make a conclusion. For example, looking at the number of backers in successful projects the min number of backers is 1, the max is 26,457 and the median is 62 compared to the mean of 194. It is clear that there is more variability with successful projects compared to unsuccessful projects.
3. What are some other possible tables and/or graphs that we could create?
   * I think a graph that would help a lot is to graph the goal of a project vs. the pledge and see in what aspects they are similar and in what other aspects they differ.