1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
2. Music projects are the most successful (have the highest % success) and food projects are the least successful (with lowest % success). Rock music projects are the most successful while Jazz music projects have been least successful.
3. Music Projects initiated towards the beginning of a calendar year have marginally better chances to succeed than the ones initiated towards the end of the year. Overall, projects initiated in the 2nd quarter of the year tend to be more successful.
4. Journalism and technology related projects have most chances of getting cancelled.
5. Projects under the goal of 10000 tend to be more successful then ones beyond that goal. Chances of a project getting successful worsens further if the goal exceeds 45000.
6. Amongst successful projects, number of backers is the most for technology related projects in the hardware subcategory.
7. Amongst successful projects, average donation by backers is the most for technology and theatre related projects.
8. **What are some of the limitations of this dataset?**
9. The sample space for this analysis is limited to 4000 odd projects data only.
10. The data does not measure the efficiency with which the Project creators advertised or promoted their projects over kickstarter as well as other social media platforms.
11. The data does not measure the lucrativeness of rewards for the backers of the projects.
12. The data does not help determine if the goals were realistically set for the projects.
13. **What are some other possible tables/graphs that we could create?**
14. A graph/table measuring the outcome state against the goal amount (or a range of goal amount). Noticed later that this is forming the bonus section ☺.
15. A graph/table measuring the outcome for each category/sub-category against country
16. A graph/table measuring the outcome for each category/sub-category when they were staff-picked and when they were not.
17. A graph plotting the average donation by backers to the outcome and category
18. A graph plotting the percent funded against various categories/subcategories and outcome.