**A report on the Kickstarter**

**Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

1. In terms of category based on the category pivot table, it is observed that the more successful projects are on theater and on the other hand it also contributed the greatest number of failed projects.
2. We may also observe in the sub-category pivot table; the successful projects came from plays.
3. In the event of the goals, if the level of the goal increases the rate of the success of the goal go down.

**What are some limitations of this dataset?**

* Of the more than 300,000 projects launched on Kickstarter, only 4000 projects are analyzed which is not enough data to make an unbiased conclusion.
* The absence of the participant age,
* The participant mode of communication/language was absence,

**What are some other possible tables and/or graphs that we could create?**

* We could analyze the data country and currency wise.