**Conclusions about the Kickstarter campaign:**

Music is the category with the highest success rate, while theater is the one with most campaigns.

90% of the projects were started in the US

Only projects that reach 100% funding are successful.

Staff picks have a higher rate of success.

Campaigns that were Spotlighted had 100% rate of success.

**Limitations of the dataset:**

We do not know the source of the data.

We do not know whether it is a representative sample or if there is a bias.

Data is limited to a single application, which might not accurately describe the universe outside of projects that are not started in Kikstarter.

**Other tables that could help the analysis:**

Staff Pick and state. (Do staff picks have a higher rate of success?)

SpotLight and state. (Is there a relationship between spotlight and success?)

Avg. Goal by category and state. (Is there are relationship between goal and success?