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

* More than 75% of the campaigns in the Music category are successful and all campaigns in journalism have been canceled
* Majority of the kickstarter campaigns are in the theatre category and especially under the subcategory plays
* All campaigns under classical music, documentary, electronic music, hardware, metal, non fiction, pop, radio and podcasts,rock, shorts, table top games and television sub categories are successful
* Throughout the year, the number of canceled projects seems steady whereas there is a gradual decline in the number of successful projects from May to Sep and a steep decline in December

1. What are some limitations of this dataset?

* Of more than 300,000 kickstarter projects we have only considered 4000 projects which is just over 1% of the total kickstarter campaigns. The conclusions drawn from this limited data set may not yield accurate results
* The data set doesn’t provide any insight on why a campaign either failed or was canceled to discover any learnings from previous campaigns

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

* Pivot table with the total amount pledged for each category/sub category for each currency for all the successful campaigns
* A graph to analyse the total pledged amount over the years for the kickstarter campaings