1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**

* Theater category has the highest number projects and Plays within Theater category has maximum successes
* There is falling trend of successful projects and increasing trend of failed projects
* % of failed projects is the highest when the goal amount more than 50000.

1. **What are some of the limitations of this dataset?**

* Limited dataset (only 4000 rows)
* No geography information other than country.

1. **What are some other possible tables/graphs that we could create?**
   1. **Top 5 Countries for successful projects**

|  |  |
| --- | --- |
| state | successful |
|  |  |
| **Row Labels** | **Sum of pledged** |
| US | 78.61% |
| GB | 8.00% |
| DE | 4.63% |
| CA | 1.53% |
| AU | 1.24% |

* 1. **% of Pledged Amount by Category**

|  |  |  |
| --- | --- | --- |
| state | successful |  |
|  |  |  |
| **Row Labels** | **Count of name** | **Sum of pledged** |
| technology | 209 | 48.44% |
| film & video | 300 | 13.09% |
| theater | 839 | 12.60% |
| music | 540 | 7.75% |
| games | 80 | 6.88% |
| photography | 103 | 5.36% |
| publishing | 80 | 3.78% |
| food | 34 | 2.09% |
| **Grand Total** | **2185** | **100.00%** |