***Report of the Following Questions:***

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * About 50% of the projects were successful in meeting or exceeding the goal, out of the successful projects, about 80% of them had a goal of <$15K.
   * Film & Video, Music, Technology and Theater Categories were the most popular ones and had highest success rate of meeting the goal, with sub-categories of Plays, Rock, Hardware, Documentary and Indie rock were popular ones.
   * Time of Creation of the Projects did not play much role in the outcome of the projects, with an exception “live” outcome. The outcomes from Successful to Failures were evenly distributed over the months.
2. What are some of the limitations of this dataset?
   * The dataset did not provide the outcome of these Projects in terms of their revenue and, time it took to start making money. The success, failure and other outcomes were primarily calculated based on the goal vs. pledge. Subsequent real outcome of revenue generation would have provided additional data point.
3. What are some other possible tables/graphs that we could create?
   * We could create Outcome by Category or Sub-category as a percentage of each category/sub-category. We can also create charts by percentage of outcome (successful, failed, etc.,) over the total projects.
   * For example, 53% of projects were Successful, vs 8% were canceled, etc.,