**KICKSTARTER**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. First Conclusion from the campaign is – Most successful category and sub-category are Theater and Plays, which shows that people be it in any country prefer to watch plays in theaters.
3. Second Conclusion is – People like to watch Films and Videos, compared to other categories
4. Third Conclusion is – Most of the successes were seen in the American Market.
5. What are some limitations of this dataset?

* Buy It Now : Many campaigns have been left to wait for a long time and the backers have backed out, resulting in zero pledges, leading to unsuccessful and failed pledges.

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

* Pivot graphs based on Unsuccessful and Failed, to understand what are the reasons behind the failure.