**Conclusions about Kickstarter Campaign:**

1. Except the number of projects started there are no correlations/causations between the success/failure/cancellation/live status of the projects with the start date or the month.
2. Less than $1000 goal has the highest percentage (70%) of success followed by range between 1000 to 4999 (65%), and 5000 to 9999 (52%)
3. Theater Category (1393 projects) has the most number of projects started, followed by Music (700 projects), Technology (600 projects).
4. In Theater Category, Play sub category (1066 projects) has the most number of projects started.
5. More number of projects are getting started in the months of May, June and July and it slows down in December.

**Limitations**

1. Data used for analysis spreads out for multiple years so the sample size for each category/sub-category is less for each year. More data for each year will help in making better conclusions.

**Possible tables/graphs:**

1. Linear Regression analysis can be done if we consider the state as only Successful (1) or Failure (0) – Failure should include Failed, Canceled. If we do that we can try to find out if the amount, number or backers, average donations decides the success/failure of the project.
2. Outcomes based on the category graphs could be done to see if it gives us some insights but the problem with this is 3-4 categories has the most number of projects initiated.