**Kickstarter Observation**

1. Given the data for Chart 1 we can conclude that most of the Kickstarter campaigns were more successful than unsuccessful. The most successfully categories were the Theater, film & video, and music categories with the highest number of success rates. The categories with the least success rate were foods, games, and publishing.

Given the data in Chart 2 we can determine that there are a few sub-categories that were 100% successful and these are: classical music, documentaries, electronic music, hardware, indie rock, metal, nonfiction, pop, radio & podcasts, Rock, shorts, small batch, table top games, and television. Along with the successful categories there were also some that were completely unsuccessful as well and these were: Animation, children’s books, drama, fiction, gadgets, jazz, mobile games, Nature, people, places, restaurants, and video games.

Given the data in Chart 3 we can conclude that the success and unsuccessful rate comes to a cross road at the month of December, but the successful goes below the unsuccessful rate. Which leads it to not be able to be successful again.

1. Some of the limitations on this is that the sample size was very small and limiting. some of the categories should have been limited so that more data could have been gathered on the specifics to see how they were preforming rather than splitting it into many different categories.
2. A few possible tables and graphs that could be created from this information is that we could create a table that compares the amount of backers to the success rate of the campaign. Another comparison that could be made is one that compares the initial start date to the end date and see how that effected the success rate.