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Excel Challenge

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

1-The highest successful rate is theater/plays.

2- After observing time analysis, I can say that successful rate is decreasing overtime, and the failed project increasing.

3- Approximately most of the projects failed on these sub-catogery: food trucks, Jazz, animation, friction, children book’s places, restaurants, and video games

1. What are some limitations of this dataset?

Database is special focused in the amount of donation, goal and pledged. However, these is no data about profit, revenue and expenses. The database has the data on how many backers were interested in certain field, but it has no data on their age and gender. Another important point is the reason behind failing the projects is not covered on the database.

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

I would suggest doing table that shows donation table for each category and sub-category. Also, table shows the donation each year. Another possible table and graph is project for each country. Also, doing table and graph for the time needed for each project will be helpful