Excel Homework Report

1. Three conclusions we can draw about Kickstarter campaigns.

-Some projects did not have the same chance to succeed as other because of the difference in terms of goal, and backer count.

-Many projects in the sub-category science fiction were canceled. The same goes for the video and drama.

-Most of the successful campaigns over exceeded the goal set.

1. Limitations of this dataset.

-Some values are missing such as backer count of some projects, making it difficult to evaluate the chances of success of those projects.

- This data set might not provide enough element for a deeper analysis.

1. Possible tables and/or graphs that we could create.

* Average of time in completion of projects based on date of creation and deadline.
* Average backer count for successful/failed projects.
* Country with most or less successful/failed/cancelled campaigns.
* Category and subcategory with the most backer count