* Create a report in Microsoft Word and answer the following questions.

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

Plays are the single largest user of Kickstarter by a seemingly significant margin. Plays have a success rate, among projects listed as successful, failed or canceled, of 66.28%.

Kickstarter projects in documentaries, hardware and rock have 140 or more successful cases with no failed or canceled cases.

Some categories have no successful cases such as animation, drama, food trucks, web and video games as the largest sample sets.

Theater, music and film & video are three of the four most-used categories and the only three in which “successful” outnumbers “failed” plus “canceled.”

1. What are some limitations of this dataset?

Does the time of year this data is collected have an effect on the rates of the state of projects? For example, the “live” state is 2 for Jan., 18 for Feb. and 30 for March, which perhaps means the data was collected in March or early April.

The backers count and average donation could be useful, but could be misleading as you have no idea if one project could have one major donor and another could have all approximately equal donors.

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

We could sort the success rate by the size of the starting goal. Do smaller projects succeed at a higher rate?

Does the length of time between creation and ending matter? If the project generates interest right away, is the goal more likely to be met?