

Report about the campaign of the Kickstarter

Qus:1. what are three conclusions we can draw about Kickstarter campaigns?

- According the pivot table by category we can say that, the height rate of successfulness is on theater then the others. And also the 2nd height rate is on music.
- We can also say- the pivot chart line graph of May, June and July are the rate of everything goes up . That means the success rate, failed, canceled and live are stay in the highest position.
- By the country- United state keeps the highest place in every category compare to the other countries.

Qus:2. The limitations of the data set?

N/A

Qus:3. What are some other possible tables and/or graphs that we could create?

We can also create the relationship between campaign length with the location by using Pie chart or line chart. By doing that we would know about how length the project is very successful and failed in which location. And also we would get concern about the project timeframes. By doing this also we would know about the longer/shorter project are less/more successful or not.