Kickstarter Analysis

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

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

2. What are some of the limitations of this dataset?

3. What are some other possible tables/graphs that we could create?

Based on the presented data we can conclude that his project was successful(2185) over(1530) failed total count of state. The most successful in May (234), the least successful in December (111). Video documentaries were the most successful based on the total count of country (180), while podcasts achieved the lowest level of success (20).

As we can see entertainment in the form of music theatre and video are still very popular, even more than games and food. It would be interesting to see these data with breakdown on the more detailed demographics presented on map charts or even pie. Also it would be valuable to investigate why there are significant differences in successful data in the month of December. The main limitation of that project was lack of many subgroups and categories with the data that would give more room for negotiations. It would be interesting to see how these data turned into profitable investment based on the long term outcome.