**Excel Homework Report**

Given the provided data, we can see a trend where over all years combined, the rate of successful Kickstarter campaigns peaks in May before significantly dropping over the year, and in December they fail more then they succeed. By looking at the chart for subcategories, we can see that there is an overwhelmingly greater number of Kickstarters launched for plays, having 1066 campaigns, while the 2nd highest has 260. The chart showing all campaigns by Category show that not only do journalism campaigns have the lowest number of campaigns, they also are the only ones to have every campaign be cancelled, and we can draw the conclusion that they are the worst category to attempt a Kickstarter for, as they have a 0% success rate according to our data.

One of this data set’s limitations is that it is fairly outdated now, being 4 years old and missing a lot more information. It is also incomplete, as the data charts for subcategories show video games as having a 0% success rate, even though there have been video games during the period that have succeeded in reaching their goals and been released.

Another graph that could be created is one that shows the trend of Kickstarter campaigns by year, so trends could be seen as to whether Kickstarter is becoming more or less popular as time goes on. It would also be helpful to include a chart that shows the rate of success in each category, to indicate what would have the greatest chance of being a worthwhile investment.

After making a statistical analysis of the successful and failed campaigns and their number of backers, the median is determined to be provide a more meaningful summary to the data sets, as it accounts for the extreme outliers in them that skewed the mean higher. There is more variability with successful campaigns than with failed ones. This may be due to how many low numbers failed campaigns have, while successful ones receive much higher numbers at greater variance.