Excel homework questions

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

a. Kickstarter is a bad way to fund food trucks, animations, video games, or wearable tech.

b. Most of the music and theater projects on Kickstarter met their initial funding goals.

c. In general people were less willing to give to a project in the month of December.

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

Some limitations are that the dataset doesn’t state when they reached their goal, also the dataset doesn’t specify the genre for film and video categories.

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

We could create graphs that show the correlation between staff picks and spotlights and the success rate of projects. We could find out which categories received the largest donations on average.