**Kickstarter Campaigns Activity**

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1. **3 Conclusions about Kickstarter Campaigns.**

* Based on the given dataset, we can determine that out of the 4,114 campaigns, 53% are successfully funded, 37% are failed campaigns, 8.5% get cancelled mainly due to lack of funding, and 1.5% are still live and active pending completion of funding goal. Campaigns that required a goal of more than 1000 and less than 5000, were the most common ones out of all the campaigns. They were also the ones that succeeded the most.
* The category theater: subcategory plays to be more exact, is the most common amongst the campaigns analyzed. Due to its big amount (25% of total campaigns), it is of course, the one with the highest success rate, as well as the highest fail rate. Category music follows theater, with the 2nd highest success rate; rock being its most successful sub-category. Journalism category is the most undermined and has the least number of projects out of all the rest.
* Between the years 2009 and 2017, May is the month where most projects were able to succeed and get funded, followed by February taking the 2nd place of successful projects. On the contrary, July seemed to be the month where most projects failed to reach their goals.

1. **Limitations of this dataset?**

* I believe that a broader amount of campaigns would yield greater results since we were just focused on a small portion of the total amount of Kickstarter projects. Also, some more

1. **Other possible tables and/or graphs that we could create?**

* A scatter plot based on country and state of projects, plus a trendline, would be another great option to visualize the data.
* A pie chart would be another option to show state of projects based on country as well.