# **Report of Unit 1 | Assignment - KickStart My Chart**

### **What are three conclusions we can make about Kickstarter campaigns given the provided data?**

Based on the following pivot table, the conclusions we can make are:

1. Most projects created on kickstarter are in category of theater, music, technology and film & video. The projects in category of theater, music, technology and film & video has higher success rate and music has the highest success rate. Meanwhile in smaller categories, the projects of photography has higher success rate, food has lowest successful rate, and all projects in journalism are canceled.
2. The category of play has the most projects and a fairly high success rate. All project in classical music, documentary, electronic music, hardware, notification, pop, radio & prodcasts, rock shorts, small batch, tabletop games, television are successful. Most indie rock projects are successful.
3. The success rate peak happens in May before summer time. Then rate starts to go lower after summer time and reaches the lowest in December before Christmas. When new year starts, the success rate picks up.

### **What are some of the limitations of this dataset?**

This dataset doesnot have the information of the creator. So the dataset doesnot reflect how the experience level of the creator affect the success rate.

### **What are some other possible tables/graphs that we could create?**

The table/graph of Project time vs. State of the project, percentage of funding can be create to see if there is correlation. Also the table/graph of category/sub-category vs. percentage of funding can be create to further study how well each category is funded.