# **Report |Hugo Bárcenas López**

**Kickstart My Chart**

* Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

The first conclusion is that, based on the provided data, the main category of projects in Kickstarter are related to the arts (theater, music, film & video). These three categories represent 64% of the total of projects launched in the platform.

Also, music 77%, theater 60% and film & video 58%, are the most successful categories from the total of launched projects, with an average of 65%.

Speaking about Sub-categories, theater plays are the most frequent kind of project and its success its around 65%.

After these three categories, technology is the most relevant.

* What are some limitations of this dataset?

I think that detailed information about donners will be really helpful, I mean, age, gender, nationality, residence, with this kind of data we can make a deeper analysis.

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

1. Graphic per year, where we can appreciate the projects behavior in the last’s years.
2. A table with the categories, sub-categories and the ticket average.
3. A graphic that shows success index per sub-category over the time.