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**Date: February 15, 2019**

**Kick Starter Analysis Report**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. With the data available in the file, we can conclude the below:
      1. Theater and Music has the highest volume of Projects I the Kick Starter. however, music category is more successful as compared to other Kick starter projects
      2. Journalism is the most unsuccessful investment. This could lead to an initial assumption of Journalism could be highly impacted due to other sources such as only blogs and social media.
      3. Looking at the trend of segments such as Theater, Music, File & Video and Photography having the highest volume of qualifying project; Other category could be reassessed, and this could help rethink the Parent categories and introduce new categories segments to the list. Additionally, realigning the Category and Sub-Category could help and minimize the initial kick starter projects.
2. What are some of the limitations of this dataset?
   1. Some of the limitations include:
      1. No data dictionary available. This makes it challenging to understand how and what certain fields mean.
      2. Some of the data elements such as Staff Pick Spot light can be eliminated and more useful fields such as location of projects (Geography), project start date, proposed Project go-live date could help provide more insight and help with making more quality decision.
      3. Status of live projects that are going on right now, can also help in understanding how the investments made to the project last year are performing
3. What are some other possible tables/graphs that we could create?
   1. We could use scattered diagram and perform linear regression to understand how the trend of projects are performing