**Excel Homework Report**

**What are the three conclusions we can draw about the Kickstarter project?**

The following three conclusions can be drawn from the Kickstarter project:

1. The most successful projects in Kickstarter campaign are from parent category of theatre, music, and film/video. There are equal chances of a project being cancelled in technology category as they are of being successful or fail. All projects in journalism category got cancelled.
2. The most successful projects in Kickstarter campaign are from sub-category of plays. The sub-categories of classical music, documentary, hardware, non-fiction, pop, radio podcasts, shorts, tabletop games, television had 100% success rate. While the sub-categories of animation, drama, children’s books, fiction, gadgets, jazz, mobile games, nature, people, places, restaurants, and video games had 100% failure rate.
3. There is a steep decline in the number of successful projects starting from the month of May.

**What are some limitations of this data set?**

1. The sample size of some subcategories is small which can lead to false conclusions
2. The data set available is only for one year period. If more data was available across several years, the analysis could be made stronger
3. Data from a variety of crowdsourcing companies could also be added to diversify the data set and make more significant conclusions

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

1. Additional Pivot charts can be presented by filtering data for individual countries to get insight if there were any hidden trends in the project outcomes specific to a county
2. Pivot tables and charts can be created with project creation and project end dates to better understand the duration of projects and if it has any correlation with the project outcomes of being successful, failed or cancelled.