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**23-02-19**

**Kickstarters**

According to the data that have information about four thousand projects on Kickstarters we have the next 3 charts.

* On kickstaters is likely to found art projects as we can see with the theater, music and film & video columns. The three of these categories with high rate of successful projects compare with other categories.
* Plays are the most common project on the crowdfunding service, and it makes sense with the previous chart. Also, we can see sub-categories with a successful rate of 100% like hardware for the Technical category or Rock for Music category.
* With this chart is notable that failed and canceled projects remain stable during the whole year, unlike the successful projects that are decreasing while the year is going forward. But as the fail and canceled projects don’t move on the las months like successful projects, we can say that in the last months of the year it’s more likely to fail according to this chart.

What are some of the limitations of this dataset?

With the two billion dollars raised in Kickstarters and the 295 million raised in our database we are analyzing the 15% of the total funds of Kickstarters, so this could be a problem making conclusions.

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

We could analyze the rate of successful, failed, live and canceled projects by country and add a filter by category so we could check which category worth more to a certain country. For example, with this chart we can see that Mexico has 0% successful projects on any category, unfortunately.