*­­­­­April Doster (due 11/15/2019)*

Kickstarter Report:

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

1) Theaters/Plays had the most successful campaigns with 694 of the 1066 campaigns being successful.

2) Technology/Hardware has the highest percent funded and average donation.

3) Music had a high 77% success rate. Rock having the most successful Music campaigns with 100% of their 260 campaigns being successful.

2. What are some limitations of this dataset?

1) Are the live campaigns successful?

2) What extra promotion were run to gain attention for the campaigns?

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

1) Sum of Percent Funded and Count of Average Donation.

2) Impact of time of year (I.e. plays seem to do best in the late Spring/Early Summer.

3) Impact of length of campaign – What is the success impact if the campaign runs 30-60 days, 60-90 or 90+.