Report-Excel HomeWork

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Technology Campaigns have higher rate of “cancelled”, probably caused by the volatile.
* Music and theater as displayed in the data, seems to be very reliable, Games and Photography with no much flexibility.
* Interesting that “Successful” and “Failed” campaign started and finished as almost equal even so they had very different patterns...

1. What are some of the limitations of this dataset?

* Demographic limitations, the data set just filled with”US”, so maybe a successful campaign got must rate from a specific area for some reason, so maybe it could failed in others. (exemple: Mask campaign in California)
* What it is about, like product. If its something new trends to be much volatile.

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

* Clustered bars with Line. Using the tittles: Goal, Pledge, and difference of Created and ended conversion.