Unit 1 | Assignment - KickStart My Chart  
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Due Date – 8/25/2018

Over two billion dollars have been raised using the massively successful crowdfunding service, Kickstarter, but not every project has found success. Of the over 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome.

Since getting funded on Kickstarter requires meeting or exceeding the project's initial goal, many organizations spend months looking through past projects in an attempt to discover some trick to finding success. For this week's homework, you will organize and analyze a database of four thousand past projects in order to uncover any hidden trends.

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

1. Approximately three quarters of the total kickstarted projects in this dataset are founded in the US.
2. Of the parent category “games” the only subcategory doing well at all is “tabletop games”
3. Of the 41 subcategories, only 13 had data for multiple “states” meaning many were all of nothing, complete successes or complete failures.

What are some of the limitations of this dataset?

Since the category “theater” makes up such a large percentage of the data, when concluding if the time of year affects successful kickstarter campaigns the data seems skewed. As total of all categories it seems that Spring is a time of successful campaigns, however, if you take the “theater” category out then it appears Autumn is best. As such I am not sure time of year is helpful.

We are also only looking at a small percentage (1.3%) of the entire 300,000+ projects) there may be other information or trends we are not seeing as a result.

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

## Bonus

\* Create a new sheet with 8 columns: `Goal`, `Number Successful`, `Number Failed`, `Number Canceled`, `Total Projects`, `Percentage Successful`, `Percentage Failed`, and `Percentage Canceled`

\* In the `goal` column, create twelve rows with the following headers...

\* Less Than 1000

\* 1000 to 4999

\* 5000 to 9999

\* 10000 to 14999

\* 15000 to 19999

\* 20000 to 24999

\* 25000 to 29999

\* 30000 to 34999

\* 35000 to 39999

\* 40000 to 44999

\* 45000 to 49999

\* Greater than or equal to 50000

![Goal Outcomes](Images/GoalOutcomes.PNG)

\* Using the `COUNTIFS()` formula, count how many successful, failed, and canceled projects were created with goals within those ranges listed above. Populate the `Number Successful`, `Number Failed`, and `Number Canceled` columns with this data.

\* Add up each of the values in the `Number Successful`, `Number Failed`, and `Number Canceled` columns to populate the `Total Projects` column. Then, using a mathematic formulae, find the percentage of projects which were successful, failed, or were canceled per goal range.

\* Create a line chart which graphs the relationship between a goal's amount and its chances at success, failure, or cancellation.

## Submission

\* To submit please save the excel workbook to <https://www.dropbox.com/> then create a sharable link and submit the link to <https://bootcampspot-v2.com/>.

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