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Report -

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

* Projects related to theatre were the most successful, followed by music and technology
* Odes not reflect the quality
* Does not represent the meeds of business

1. What are some limitations of this dataset?
   1. Data from different sources, can vary in quality and format
      1. Extra attention on data integration
   2. Data types (integrations) are not correct
   3. The is no information / measure of the quality of the projects and / or their results
   4. Lack of information about stakeholders’ needs, the extent to which their needs have been considered and satisfied
2. What are some other possible tables and/or graphs that we could create?
   1. Scatter Plot: would help to understand the normal tendency and the range of information on the values
   2. Pie: would help to understand quickly the percentage of categories (failed, successful, etc)