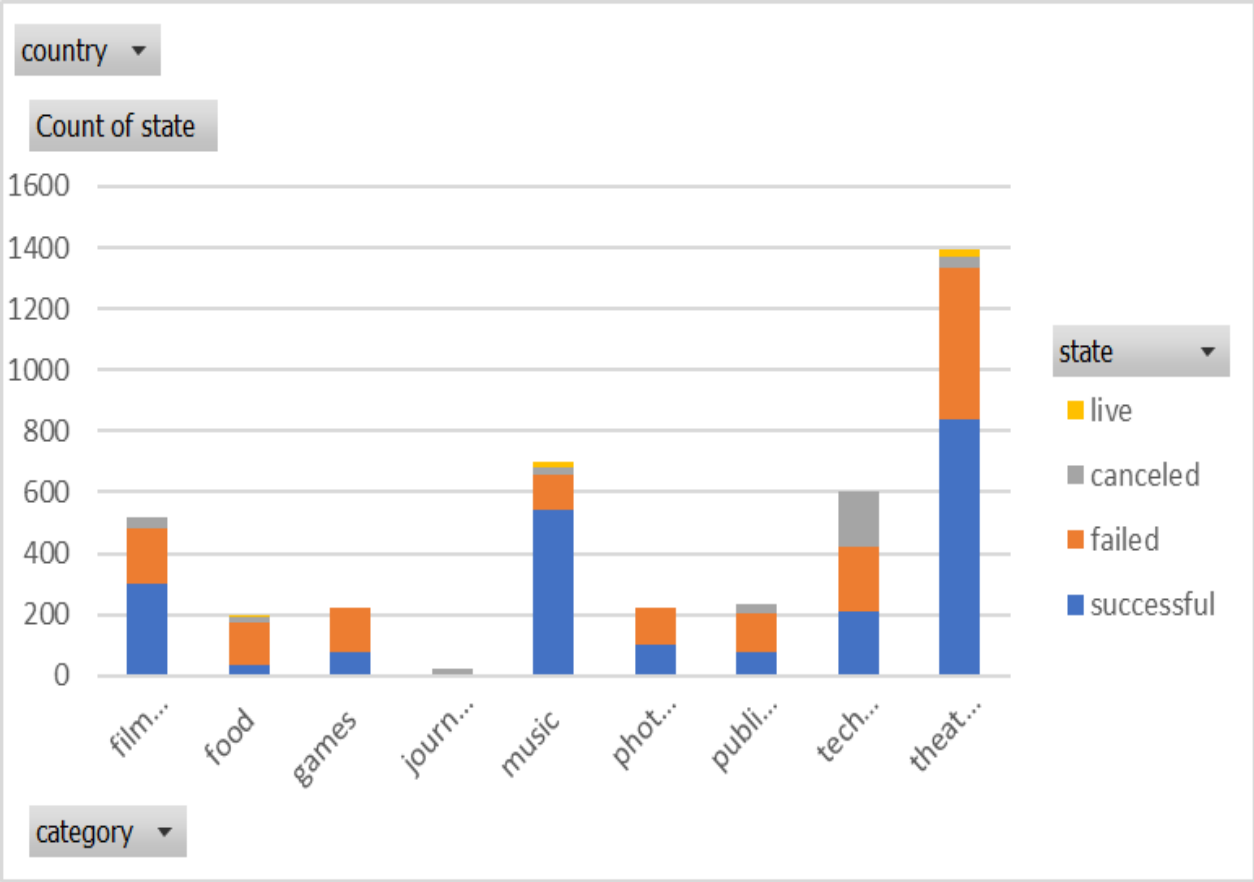


# EXCEL HOMEWORK #1

Phuong-Nhu Dong

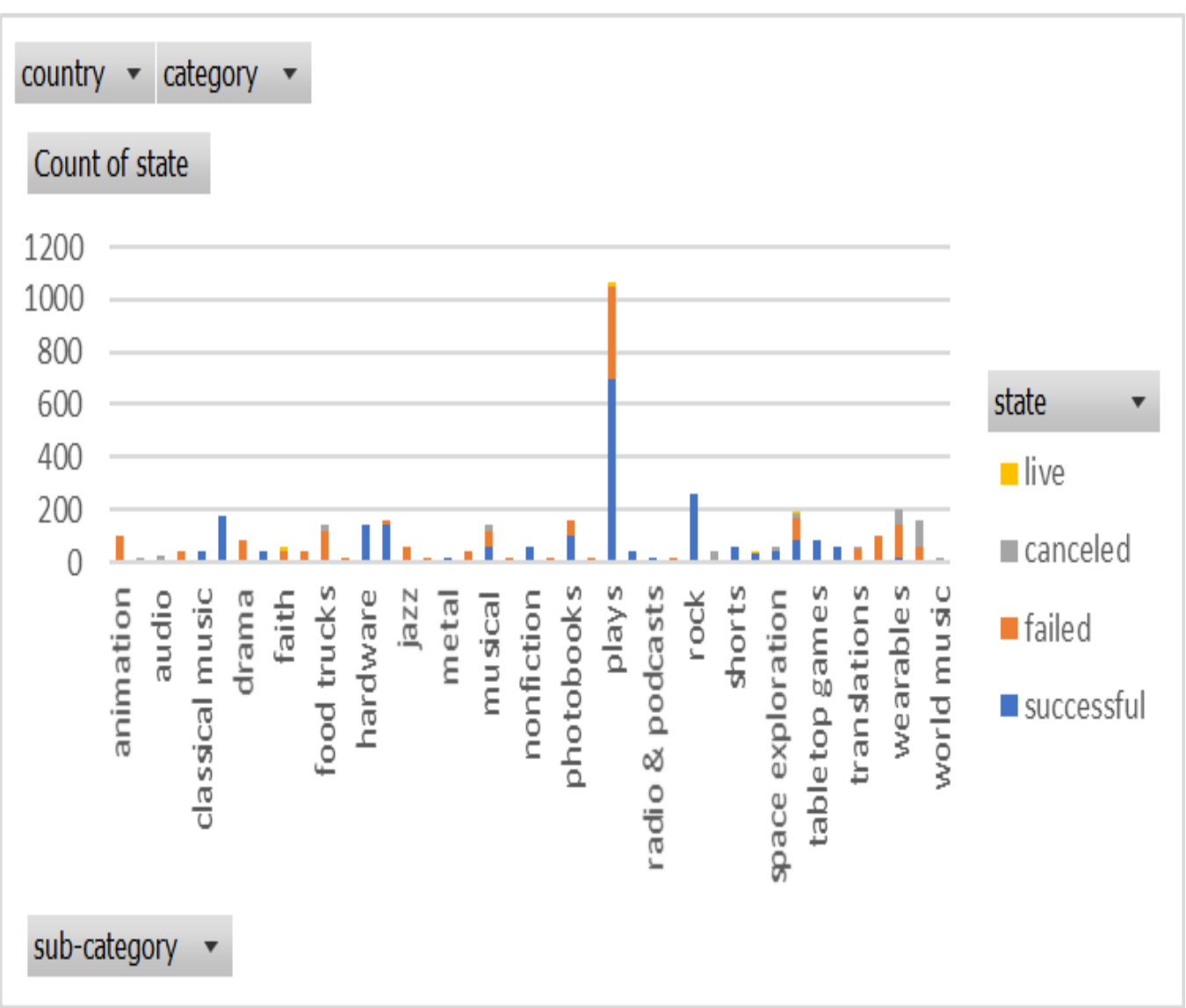
Pivot Table and column chart with ‘Category’ in rows filtered by ‘Country’ which count how many campaigns were “successful”, “failed”, “cancelled”, or “live”

country	(All)				
Count of state	Column Labels				
Row Labels	successful	failed	canceled	live	Grand Total
film & video	300	180	40		520
food	34	140	20	6	200
games	80	140			220
journalism			24		24
music	540	120	20	20	700
photography	103	117			220
publishing	80	127	30		237
technology	209	213	178		600
theater	839	493	37	24	1393
Grand Total	2185	1530	349	50	4114



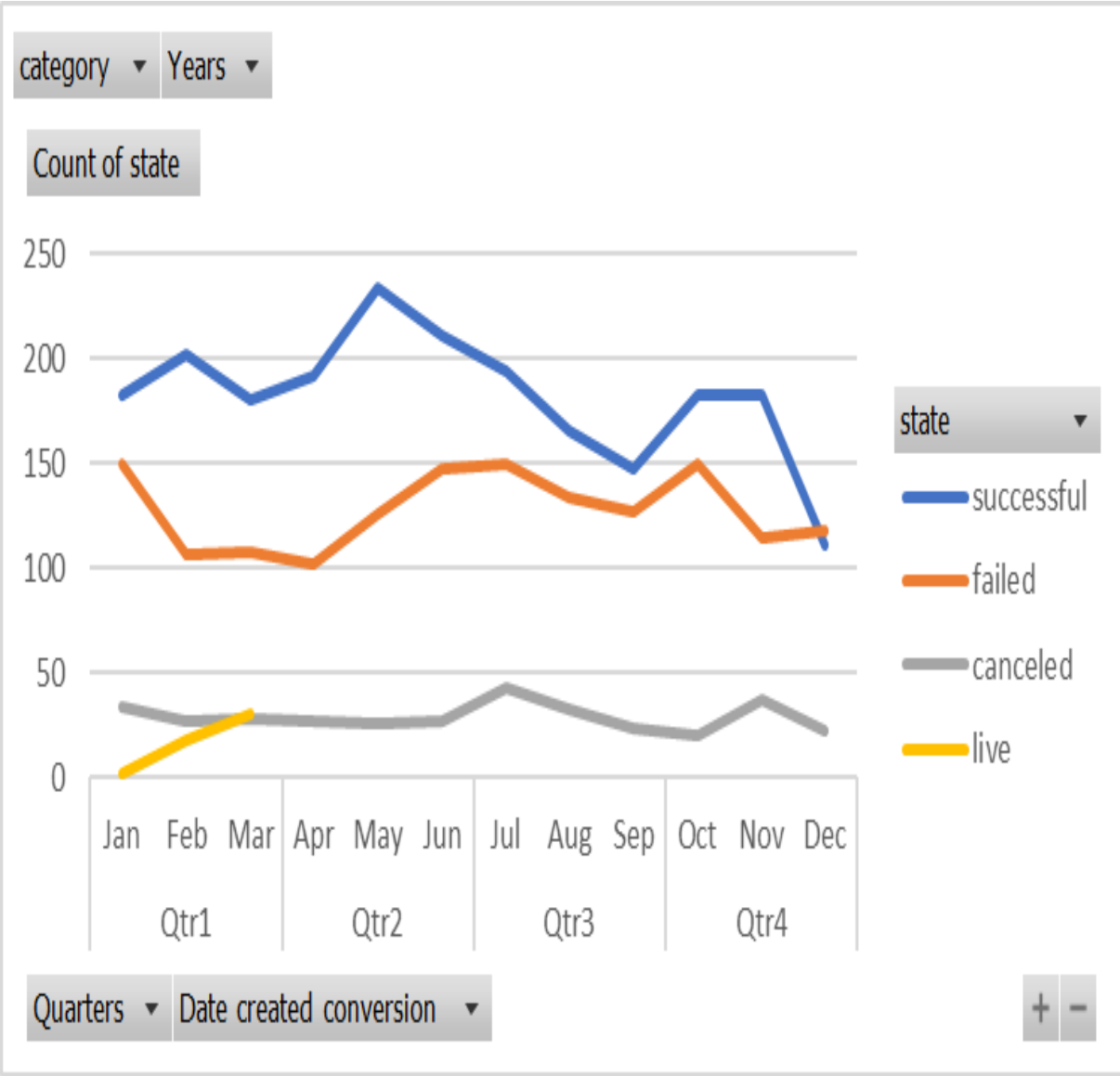
# Pivot table with stack column chart to count how many compains were “successful”, “failed”, “cancelled”, or “live” per ‘Sub-category’

country	(All)				
category	(All)				
Count of state	Column Labels				
Row Labels	successful	failed	canceled	live	Grand Total
animation		100			100
art books			20		20
audio			24		24
children's books		40			40
classical music	40				40
documentary	180				180
drama		80			80
electronic music	40				40
faith		40		20	60
fiction		40			40
food trucks		120	20		140
gadgets		20			20
hardware	140				140
indie rock	140	20			160
jazz		60			60
makerspaces	9	11			20
metal	20				20
mobile games		40			40
musical	60	60	20		140
nature		20			20
nonfiction	60				60
people		20			20
photobooks	103	57			160
places		20			20
plays	694	353		19	1066
pop	40				40
radio & podcasts	20				20
restaurants		20			20
rock	260				260
science fiction			40		40
shorts	60				60
small batch	34			6	40
space exploration	40	2	18		60
spaces	85	80	17	5	187
tabletop games	80				80
television	60				60
translations		47	10		57
video games		100			100
wearables	20	120	60		200
web		60	100		160
world music			20		20
Grand Total	2185	1530	349	50	4114



Pivot table with line chart show ‘count of state’ vs. ‘date created’

category	(All)				
Years	(All)				
Count of state	Column Labels				
Row Labels	successful	failed	canceled	live	Grand Total
Qtr1	564	363	89	50	1066
Jan	182	149	34	2	367
Feb	202	106	27	18	353
Mar	180	108	28	30	346
Qtr2	637	375	80		1092
Apr	192	102	27		321
May	234	126	26		386
Jun	211	147	27		385
Qtr3	507	411	100		1018
Jul	194	150	43		387
Aug	166	134	33		333
Sep	147	127	24		298
Qtr4	477	381	80		938
Oct	183	149	20		352
Nov	183	114	37		334
Dec	111	118	23		252
Grand Total	2185	1530	349	50	4114



# Summary and conclusion 1 about Kickstarter campaigns

Category (all over the world)	successful	failed	cancel	live	total	% successful	% fail	% cancel
film & video	300	180	40		520	57.7%	34.6%	7.7%
food	34	140	20	6	200	17.0%	70.0%	10.0%
games	80	140			220	36.4%	63.6%	0.0%
journalism			24		24	0.0%	0.0%	100.0%
music	540	120	20	20	700	77.1%	17.1%	2.9%
photograph y	103	117			220	46.8%	53.2%	0.0%
publishing	80	127	30		237	33.8%	53.6%	12.7%
technology	209	213	178		600	34.8%	35.5%	29.7%
theater	839	493	37	24	1393	60.2%	35.4%	2.7%

- All over the world:
  - The most successful category (77.1%): Music.
    - (Even though the count of successful for “Theater” is highest but it also has the highest failure → therefore, need to base on %)
  - The most failed category (70%): Food
  - The most cancel category (100%): Journalism

# Summary and conclusion 2 about Kickstarter campaigns

sub-category	successful	failed	canceled	live	Grand Total	% successful	% failed	% cancel
animation		100			100	0%	100%	0%
art books			20		20	0%	0%	100%
audio			24		24	0%	0%	100%
children's books		40			40	0%	100%	0%
classical music	40				40	100%	0%	0%
documentary	180				180	100%	0%	0%
drama		80			80	0%	100%	0%
electronic music	40				40	100%	0%	0%
faith		40		20	60	0%	67%	0%
fiction		40			40	0%	100%	0%
food trucks		120	20		140	0%	86%	14%
gadgets		20			20	0%	100%	0%
hardware	140				140	100%	0%	0%
indie rock	140	20			160	88%	13%	0%
jazz		60			60	0%	100%	0%
makerspaces	9	11			20	45%	55%	0%
metal	20				20	100%	0%	0%
mobile games		40			40	0%	100%	0%
musical	60	60	20		140	43%	43%	14%
nature		20			20	0%	100%	0%
nonfiction	60				60	100%	0%	0%
people		20			20	0%	100%	0%
photobooks	103	57			160	64%	36%	0%
places		20			20	0%	100%	0%
plays	694	353		19	1066	65%	33%	0%
pop	40				40	100%	0%	0%
radio & podcasts	20				20	100%	0%	0%
restaurants		20			20	0%	100%	0%
rock	260				260	100%	0%	0%
science fiction			40		40	0%	0%	100%
shorts	60				60	100%	0%	0%
small batch	34			6	40	85%	0%	0%
space exploration	40	2	18		60	67%	3%	30%
spaces	85	80	17	5	187	45%	43%	9%
tabletop games	80				80	100%	0%	0%
television	60				60	100%	0%	0%
translations		47	10		57	0%	82%	18%
video games		100			100	0%	100%	0%
wearables	20	120	60		200	10%	60%	30%
web		60	100		160	0%	38%	63%
world music			20		20	0%	0%	100%

- All over the world and for all category
  - The most successful sub-category (100%): Classical music, documentary, electronic music, hardware, Metal, non-fiction, pop, radio & podcasts, rock, shorts, tabletop games, television
  - The most failed sub-category (100%): animation, children's books, drama, fiction, gadgets, jazz, mobile games, nature, people, places, restaurants, and video games
  - The most cancel sub-category (100%): Art books, audio, science fiction, world music

# Summary and conclusion 3 about Kickstarter campaigns

date	successful	failed	canceled	live	Grand Total	% successful	% failed	% canceled	% live
Jan	182	149	34	2	367	49.6%	40.6%	9.3%	0.5%
Feb	202	106	27	18	353	57.2%	30.0%	7.6%	5.1%
Mar	180	108	28	30	346	52.0%	31.2%	8.1%	8.7%
Apr	192	102	27		321	59.8%	31.8%	8.4%	0.0%
May	234	126	26		386	60.6%	32.6%	6.7%	0.0%
Jun	211	147	27		385	54.8%	38.2%	7.0%	0.0%
Jul	194	150	43		387	50.1%	38.8%	11.1%	0.0%
Aug	166	134	33		333	49.8%	40.2%	9.9%	0.0%
Sep	147	127	24		298	49.3%	42.6%	8.1%	0.0%
Oct	183	149	20		352	52.0%	42.3%	5.7%	0.0%
Nov	183	114	37		334	54.8%	34.1%	11.1%	0.0%
Dec	111	118	23		252	44.0%	46.8%	9.1%	0.0%

- For all category and for all years collected in data sheet
  - The most successful month (60.6%): May
  - The most failed project happened in Dec (46.8%)
    - Note: even though counting number failed in Jan and Oct had the highest count but also had high count of successful → therefore, to compare accurately, should be use by percentage
  - The most canceled project happened in July and Nov (11.1%) \

# LIMITATIONS OF THE DATA

- Location inside each countries (example: cities inside US)
- For the currency, needs to convert to the common currency so that it can be easier to compare
- Is it on-line funding or in-person



## Possible tables / graphs could be created

- percent funded per category / sub-category
- Comparison table between 'state' and 'staff pick'
- Once convert average donation to common currency, compared table and chart for 'Category' with 'average donation'

ADDITIONAL TABLE BETWEEN GOAL AND STATES (successful/failed/ canceled)

Goal	Number successful	Number failed	number canceled	Total projects	percentage successful (%)	percentage failed (%)	percentage canceled (%)
less than 1000	322	113	18	453	71.1%	24.9%	4.0%
1000 to 4999	931	420	60	1411	66.0%	29.8%	4.3%
5000 to 9999	380	282	51	713	53.3%	39.6%	7.2%
10000 to 14999	168	144	40	352	47.7%	40.9%	11.4%
15000 to 19999	94	90	17	201	46.8%	44.8%	8.5%
20000 to 24999	62	72	14	148	41.9%	48.6%	9.5%
25000 to 29999	55	64	18	137	40.1%	46.7%	13.1%
30000 to 34999	32	37	13	82	39.0%	45.1%	15.9%
35000 to 39999	26	22	7	55	47.3%	40.0%	12.7%
40000 to 44999	21	16	6	43	48.8%	37.2%	14.0%
45000 to 49999	6	11	4	21	28.6%	52.4%	19.0%
>= 50000	86	258	100	444	19.4%	58.1%	22.5%

