# Kickstarter Excel Challenge Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. More than 50% of the project succeeded
3. About 37% of the project failed
4. Theatre has the highest number of projects with a total of 1393 among which 1066 of the projects were related to plays
5. What are some limitations of this dataset?
6. The Data sets don’t indicate which projects were executed and/or successful post funding
7. Currency Rate at the time of the funding/pledge is missing to indicate accurate amount
8. Missing basis on which goal was set for each project
9. Missing basis on which staff picks were selected
10. Missing amount of amount pledged by individual backer
11. The Subcategory can be further drilled down (Example: Wearables can be drilled down to Smartwatch, Smart tracker, Smart Glasses, Headphones etc.)
12. Missing geographical location and demographic information of Backers
13. Missing information of individuals/companies who posted the projects
14. What are some other possible tables and/or graphs that we could create?
15. Funding by Country
16. Funding by Currency
17. Category by Country
18. Sub-Category by Country
19. Category and/or Country by Percentage funded etc.