Week 1 Excel Homework

3 conclusions we can conclude from the data are as follows:

1. Endeavors of artistic expression are the most likely to succeed. Kickstarters in the theater, music, and film & video categories were all over 50% successful.
2. Food based Kickstarters are by far the least successful.
3. Food Trucks in particular are the worst venture as they had a zero percent success rate.

The data is limited in contextual information that would explain the reasons for the projects success or failure.

Some other possible tables/ graphs could compare other factors in the chart to the success rate, such as, whether the campaigns were spotlights or staff picks. We could also try to find which types of campaigns attract the most backers/ most generous backers on average.