Excel HW Questions:

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

American Holiday Season appears to have a low number of kickstarter successes.

Tabletop games appear to be wildly more successful then technology-based games.

Music appears to have a very high percentage of successful kickstarters compared to other sub categories in the music category.

**2. What are some limitations of this data set?**

One limitation of this data set is that it only goes through 2017. In the rapidly developing technological world we live in there could be very different data in 2020.

Some kickstarters offer rewards for donating (for example, exploding kittens gave donaters a copy of the game) knowing this information for each kickstarter may change how we interpret the data.

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

We could create a pie chart in order to more easily compare sub-categories to the whole category, or compare things as percentages of a whole.