1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?
4. From the data provided we can conclude that majority of Kickstarter campaigns are from theater category, representing about 34% of the total campaigns. Being said that, about 60% of all theater projects campaigned at Kickstarter were successful. The campaigns are somewhat evenly spread throughout the months, with peak hitting during summer month (June and July). Also, US was the country with the most campaigns.
5. Dataset doesn’t provide any clarity about what makes a campaign successful. It does tell us about geographic location and category of the successful ones, but it doesn’t sheer light on what made those campaigns a success or fail.
6. We could analyze where the biggest donors are, creating a pivot table with average donation and values and country in the rows and put state successful as a filter. Or we could analyze how much money the successful one pledged by country and by month/year. In this case we could create a pivot table filtered by country and state, percent funded as values and id as rows.