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1. Three conclusions we can draw from the line graph are, Kickstarter projects are most successful in May around the summer. In general there are more successful projects than failed with this data sample. Lastly very few projects are canceled compared to successful or failed projects so most projects are seen though to the end for better or worse.
2. Some limitations of this data set include: Its only an 8 year period between 2009 and 2017. Another is it’s difficult to see exactly which types of projects are successful at a glance. Also this data set is not all Kickstarter projects, just ones from the entertainment sector.
3. We could create another chart with when the project ended rather than created. Instead of a line chart we could see the data with a stacked bar graph. Another pivot table we could create is one with the percent funded field, to see which types of projects not only were successful, but received the most funding.