

Excel Homework

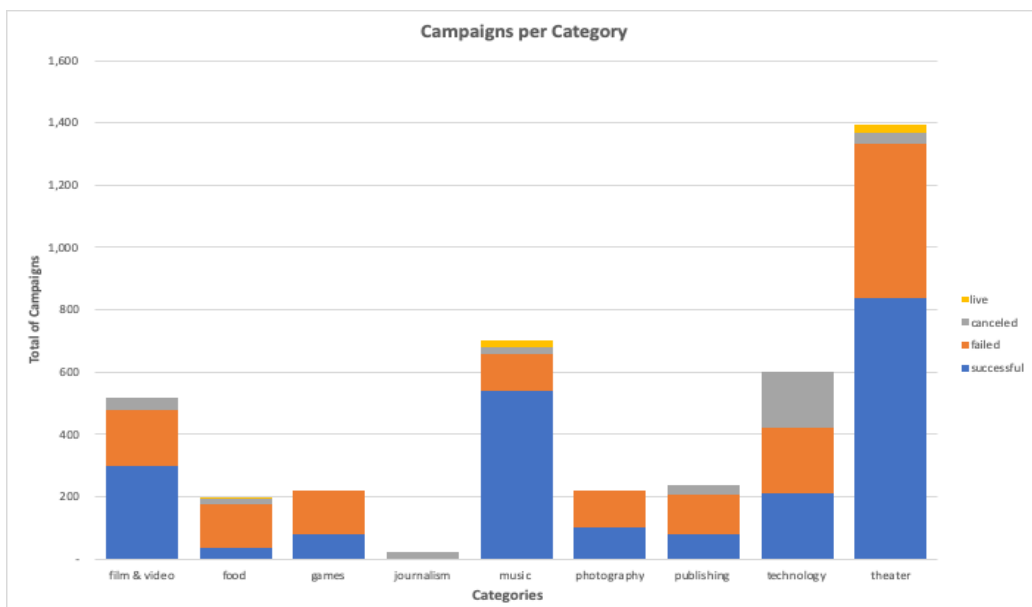
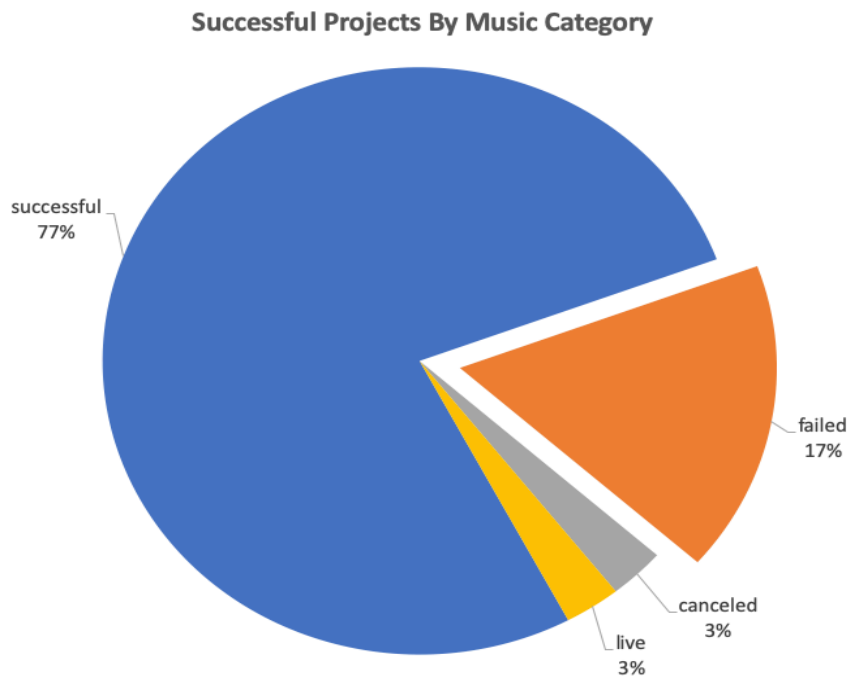
Due: Saturday, August 17, 2019

Student: **CESAR MOSQUERA GALVEZ**

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

Conclusion 1:

Music is the most successful category with 77% of successful projects.



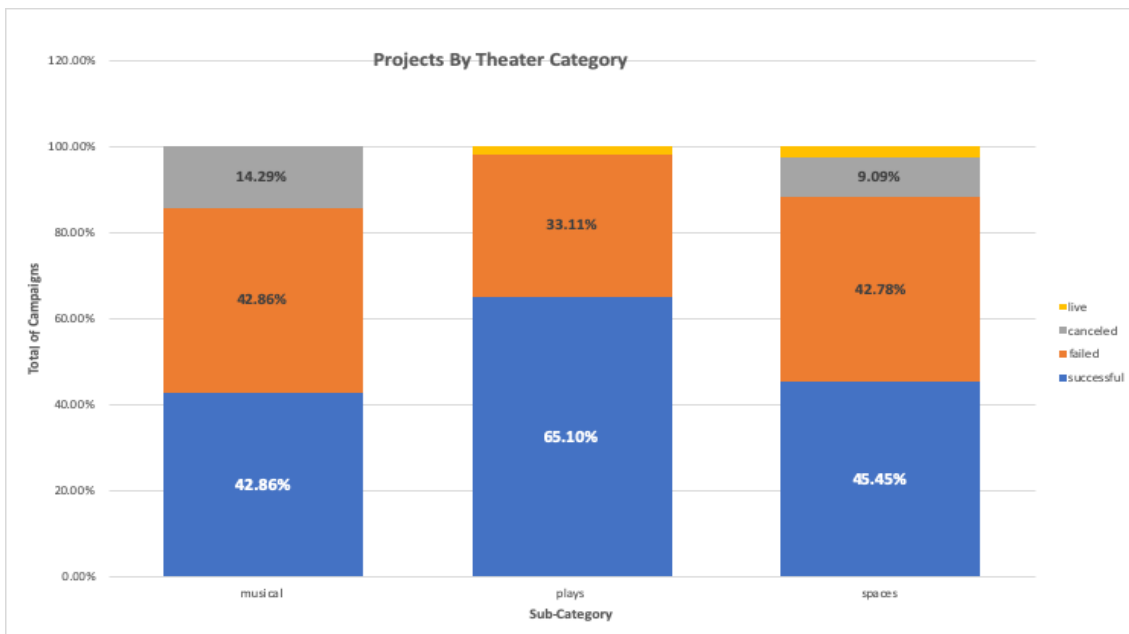
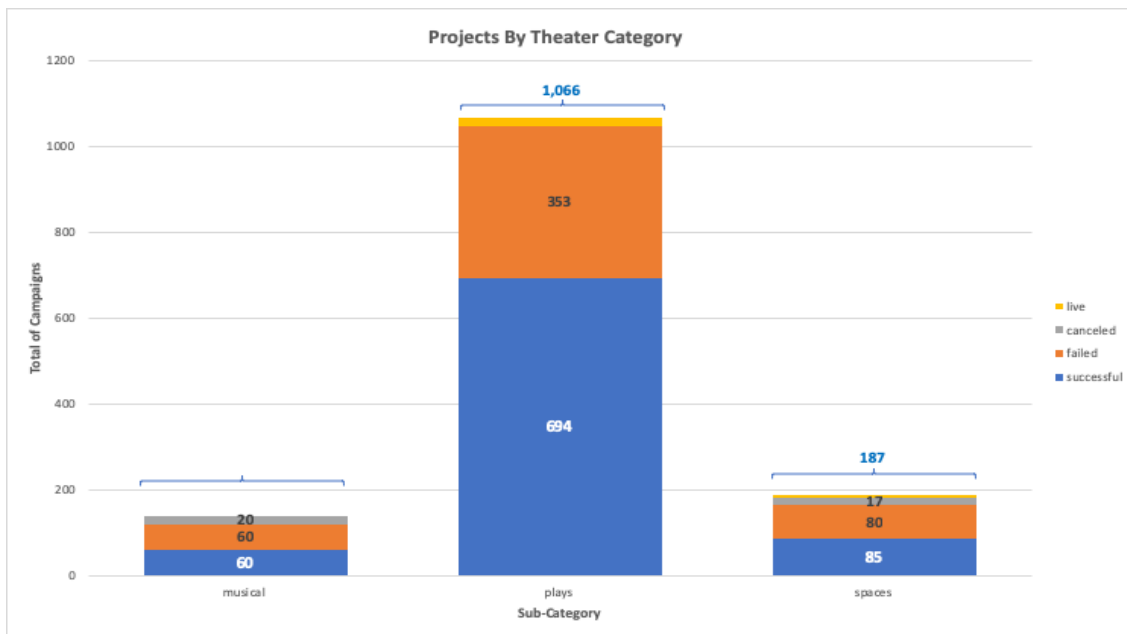
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Conclusion 2:

Theater is the category with more projects. Within the Category Theater, the Sub-Category plays is the one with more projects (1,066) and it is also the one with the biggest rate of success (65.1%)



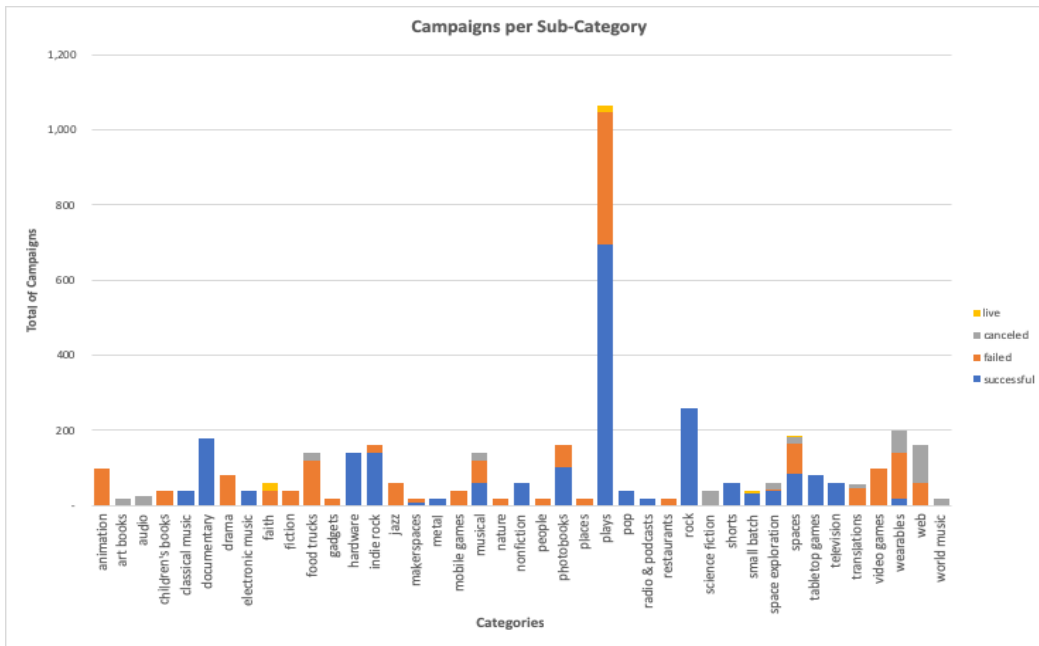
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Conclusion 3:

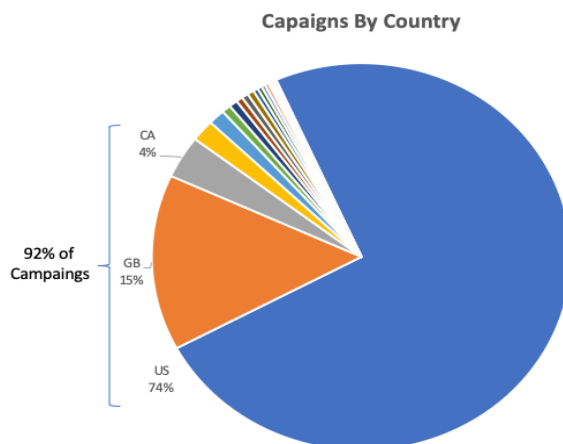
Plays is by far the Sub-Category with more projects within all the Categories



2. What are some limitations of this dataset?

The most frequent project sub-category is plays (1,066). This not necessary means that these is the most successful sub-category, just the one with most data.

92% of the projects funded though Kickstarter are from just three countries: US, GB and Canada. The data can be relevant for making predictions within these three countries, but not as relevant in the rest of them.



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Kickstarter is mostly used to fund plays than anything else. The data is more relevant to make predictions for plays than the other Sub-Categories

There are 5 projects, that despite of the fact that collected all the money they had set as a goal, they were cancelled. This information should be considered in the analysis.

Cancelled Projects that were funded 100% or More

state	canceled		
Q			
Sub-Category	name	Percent Funded	Total
science fiction	Roman Dead (Canceled)	100%	1
science fiction Total			1
wearables	CORE : Roam (Canceled)	112%	1
	HALLAM new york SMART JACKET 2.0 for TRAVEL with 29 FUNCTION (Canceled	21535%	1
	LED sports clothing for running cycling and walking, we make (Canceled)	104%	1
	Sleepman: The First Sleep Enhancement & Fatigue Alert Device	102%	1
wearables Total			4
Grand Total			5

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

Included above with the analysis