Written Report / Excel Challenge

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

The tree main conclusions are as follow:

* + The data shows a success rate of campaigns of 53 % compare to a 37% failed and only 8.5% canceled.
  + The category with the highest number of campaigns is theater with 33.8% (1393) out of the 4114 campaigns, within that category plays take the lead by far with 76% (1066) of the campaigns and with a success rate of 65%. (694)
  + The most successful categories are theatre, music, film & video. Food, games and publishing are having more unsuccessful results.

# What are some limitations of this dataset?

* + The dataset is rather small, considering that there has been over 300000 projects launched on Kickstarter.
  + The data set show campaigns over a period of 9 years period and across different countries, so there is time limitations, since some of the trends shown in the data could be seasonal and there could be also cultural trends.

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

* + Include a graph showing the duration of the campaigns per category and subcategory and their trend over time.
  + A table where we can see the success rate based on percentage funded.