Kickstarter Campaign HW

1. Three conclusions we can make about Kickerstarter campaigns:
   1. Food based startups have a very low probability of succeeding based on the sample provided.
   2. The following subcategories have never found any success: animations, children’s book, drama, fiction, food trucks, gadgets, jazz, mobile games, nature, people, places, restaurants, science fiction, translations, video games, web, and world music.
   3. Startups in February, April, and May have the highest success : failure ratio.
2. The dataset is incomplete. The spreadsheet takes 4100 projects out of over 300,000 projects. Some limitations to this dataset is small sample size for certain categories/subcategories may not provide be suitable for extrapolating the future success of a kickstart of a similar genre.
3. Other graphs you could create a stacked column rather than a line graph for each month to see the success, failure, cancel relative to each other for that month. You could also create a pie graph for each individual month to make it aesthetically easier to interpret performance of campaigns during a month.