Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. The campaigns on theater, music and film & video are the most three top categories of successful projects.
3. The plays are the most top sub-category of successful projects.
4. The project which the goal is less, the percentage of successful is higher and the percentage of failed is lower. But if the goal is greater, the percentage of successful is lower and the percentage of failed is higher.
5. What are some limitations of this dataset?
6. Response Bias.

There is some potential for some response bias within the different category project. There is different number of subcategories in each category.

1. Quality and evenness of the data.

1. What are some other possible tables and/or graphs that we could create?
2. We can calculate and analyze the trend of how much baker donation have a higher successful percentage.
3. We can analyze the trend between successful percentage and the time of conversion with baker. Why there is a litter higher successful percentage in April to July?