1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. Given the data provided, Film & video, Music and Theatre are the most successful category of the campaigns out the 9 and they successful rates over 50%.
3. Play, rocks and documentary are the most successful campaigns based on the parent category
4. Analysis of relationship between the launch date and success of a campaign for all nine categories during the nine-years period, between 2009 and 2017, demonstrates grows in the number of successful campaigns and decrease in the number of failed and canceled campaigns for campaigns launched in February and April

A picture containing implement, pencil

Description automatically generated

1. What are some of the limitation of this dataset?

The dataset does not include 2019 to 2020 data, so I don’t think they are more recent. And also, it does not provide data for all categories.

1. What are some other possible tables and/or graphs that we could create?
2. Success of categories by country
3. Success rate profit or loss and create charts with respect to parent
4. Chart to analyze the projects by the duration (created and end conversion)
5. Chart between campaign goal and pledge.

Bonus Question:

* Use your data to determine whether the mean or the median summarizes the data more meaningfully.
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

For the successful campaign, the average number of backers for success campaigns is 194.3 and it more than the media number of successful backers. The difference between the mean and median is really a concern.

Failed campaigns have the same issue with the successful campaign.

In both cases, the median summarizes the data more meaningfully that the mean.