Data Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns? Explain the reasoning behind your answers.

Year 2015 was the year with max campaigns as can be seen from sheet. It also saw max number of successful campaigns. Overall there were ~ 50% of successful campaigns across all years

Per sheet 6, as goal amount increase, the number of campaigns dropped. Number of successful campaigns were max in 1000-4999 goal range. Also in 35000-39999 range, there were no failures (100% success rate)

1. What are some limitations of this dataset? The amount is not in a common currency.
2. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

We could plot success/fail plots per year per country. We could also calculate average goal amount for all successful project and then plot this per country (after converting to USD)