Create a report in Microsoft Word and answer the following questions.

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

**The overambitious campaigns where goals were >40000, were mostly unsuccessful.**

**Popularity does not determine the success of the campaign.**

**Theatre plays based groups have been the most successful in winning the grant. Followed by music bars.**

1. What are some limitations of this dataset?

**The size of the data sample might not represent an entire population. Other factors could have hampered the campaign also, therefore, this might not be a wholesome analysis.**

**Datetime isn’t clear what timezone the date time is taken in.**

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

**Weightage graphs. Correlation graphs. Piecharts.**

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Bonus:

|  |  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| Successful projects | avg | 54% |  |  |  |  |  |  |  |  |  |  |  |
|  | std dev | 29.9 |  |  |  |  |  |  |  |  |  |  |  |
|  | median | 183 |  |  |  |  |  |  |  |  |  |  |  |
|  |  | \*in this case average is a more convincing measure as it depicts the weightage of how many successful projects were in campaign. | | | | | | | | | | | |