**INSIGHTS INTO THE KICKSTART CAMPAIGN**

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

Usd has highest and least backers count of successful projects.

Highest backers count is 26457 for project Time Live: A short film (Canceled) project. Lowest is with backers count 1 for The Alan Katz Show project when considering successful project entries. Both are usd countries itself.

For every parent category , and every year looking at count of successful , count of failed etc…is a great insight to analysis each category.

The conclusion is that both total live and successful are both from usd.

The conclusion is that 2344134.67 is the highest pledge for id 224 project where goal is 5000$ .Almost pledge is more than triple to goal.wow.

the conclusion is data is very variant there is 500$ project goal cost and the same time there is 50,000$ project goal cost.

1000$-5000$ has 932 successful projects wow. Highest compared to count of other price ranges.

5000$-10,000$ has 283 failed . highest failed for this price range

Above 50,0000$ goal ,100 projects have been canceled.

Film & video -2014 oct has highest no of successful = 9. 2014 has rocked for film and video category with so many successful projects.

Most of the projects created and ended are few months difference only. Most goals were reached with in there respective deadlines.

What are some limitations of this dataset?

The data is huge ,3842 projects in different categories is so variant. Description of projects is too wage. There are many potential values outside of outlier range in backers count. Spotlight and staff pick I did not get how they impact the project data

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

Backers count data for every state chart is a great chart to understand the potential boundaries.

Even, for each set of goal value putting out percentage successful, failed, canceled charts are giving insights to compare goal vs no of success achieved.

The few other possible tables we could is to investigate on pledge money collected vs no of backers count.

BONUS QUESTIONS :-

Use your data to determine whether the mean or the median summarizes the data more meaningfully.

In failed projects , mean and std dev explain more central tendency of data. There are lot of zeros that means no body contributed.

In successful projects , mean and std dev summarizes the data more meaningfully. There is lot of variance in data that is min is 1 and max is 26457. Surprisingly both least and highest are under film & video /television area.

Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

More variability exist in successful campaigns .

The backers count is vastly distributed with huge variation in numbers.

The failed projects backers count are having lowest variance. The failed backers count are having 191 values as potential outliers.

The successful projects backers count have numerous outliers (827,342574,328,560,688,942,1596,951,2139,760,563,447,493,665,2436,576,316,337,1151,498,340,438,555,493,etc…26457) , that is 245 values