Q1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

When we compare the successful parent-categories , the number of successful projects in theater category is more than the number of successful projects in music category though when we get the success rate in each category, we conclude that there are 540 successful projects in music category out of 700 projects which is approximately 77% and there are 839 successful projects in theater category out of 1393 projects which is approximately 60%. So, Music projects are most successful projects which are funded.

When we look at sub-categories. The number of successful sub-categories (2185) is more than the number of failed sub-categories (1530) though the different type of failed sub-categories (24) is more than the different type of successful sub-categories (21). And the only sub-categories which are just failed are animation, children’s book, drama, fiction, gadget, jazz, mobile games, nature, people, places, restaurants, video games. Their total is 560.

When we look at the successful projects throughout the months between 2009 and 2017, we can figure out that most of the successful projects are accepted in May which is 234 projects out of 386.

Q2. What are some limitations of this dataset?

In my opinion, one of the limitations of this dataset is the projects’ years. Some of the projects are accepted in 2009, some of them are accepted in 2009, and others are accepted in 2017. Are the chances of finding backers in 2009 as same as the chances of finding backers in 2017?

The second one is the length of the project’s period. one of the successful projects is started on 6/22/15 and ended on 7/23/15 which means it took only 1 month though, another successful project is started on 2/5/16 and ended 2/15/16 which means it took just 10 days.

The third one is the reason for canceled, failed, and successful projects. Some of the projects have percent funded 100 though some of them are canceled (film & Video/Science fiction) and others are successful (film & Video/Shorts). What is the reason of this?

Q3. What are some other possible tables and/or graphs that we could create?

I think there might be created with some tables which show the number of successful, canceled, live, failed projects based on the years.

Another graph which can be created is the successful, canceled, live and failed projects based on the length of the period.