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Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Success rate of 45% - entertainment and technology were the most successful
   2. Failure rate of 37%
   3. Canceled rate of 9%
2. What are limitations of the data set?
   1. A countries currency would need to be converted to compare.
   2. Not comparing similar types of data
3. What are some other possible table and/or graphs we could create?
   1. Location and length of time open for cancelations and failures.
   2. Further refine to see how the amount of donations impacted the percentage of success