**12-19-2021 – HW - IV. Outcomes Based on Launch Date**

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

First, these are lucrative ventures in raising money, clearly, with the United States leading the pack. Secondly, conversely, it also means the U.S. has more failures and cancels than everyone else. Thirdly, it appears the sweet spot is in the range of $1000 to $4999. However, it is not a far stretch to hit up on the upper echelon range of the greater than or equal to $50000.

2. What are some limitations of this dataset?

One could not discern as to the reasons why the campaign was categorized failed, canceled or a successful one. In addition, one could not be assertive as to the live campaign would be the end result (i.e. failed, canceled, and/or successful). We do not have any type of demographic data to substantiate any theories as to why these kickstarter campaigns are successful or fail.

3. What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

I was able to manually set up category rows and the ranges as columns. I graphed them in a linear graph. One can clear see it is in the summer that the kickstarter campaigns can be run with the most success.