* 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?

As a general conclusion the campaigns work and give good results regardless of the category, with the exception of journalism. It can be seen that most of the categories have success stories but in turn have a failure rate that in the majority does not exceed 50% of successful cases. It should be noted that in the category of technology that I would think were most cases of success, this is not the case and it has a significant number of cancellations.

It is surprising how the campaigns on theater and its plays have a good result and receive good support from sponsors no matter the time the year.

It can also be seen that campaigns that require less than 1000 their success is guaranteed and vice versa.

1. What are some limitations of this dataset?

I found in this dataset that there are very diverse samples, there are very distant samples and there is still data from live campaigns, perhaps they should only consider closed campaigns.

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

A table of failure cases and a statistic graph. A table that shows the percentage obtained according to the initial goal vs what was obtained in successful cases with a category filter using a line chart.

**Bonus**

For this data set I think the median gives us more meaning than the average of the samples. Since there are many biased samples.

If there is a lot of variability in the successful campaigns, I think if we reduce a sample by removing the atypical cases, a better behavior can be observed since there are atypical campaigns.