**Kickstart my chart report**

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

In conclusion, the first observation is in the first chart. It shows that the category that has the highest success rate is music, followed by theater and film and video. We can also see that the category that has the highest failed rate is food, followed by games and publishing. Technology is the category that has mostly equal success and failed rate. This interpretation comes from viewing the percentages of the data in states.

A screenshot of a cell phone

Description automatically generated

Fig 1. Stacked column showing category outcomes

The second conclusion is in the second chart in the analysis of the relation between the sub-categories and their state. Here there are there are three sub-categories that had 100% success rate which are: rock, documentary, hardware, electronic music, metal, nonfiction, pop, radio and podcasts, shorts, tabletop games and television. There are also sub-categories that have 100% failed rate which are: animation, children’s books, drama, fiction, gadgets, jazz, mobile games, nature, people, places, restaurants, and video games. This isn`t very exact because of the size of the samples. In general, we can see that what keeps standing out and being consistent with the first conclusion where theatre was amongst the categories with highest success rate, plays is the sub-category that stands out the most in success rate of theatre.

Fig 2. Stacked column showing sub-category outcomes

The last conclusion is in the third chart. Here we analyzed the state of the projects based on the time of the year. From January to May, the projects tend to have a higher success rate. After a peak in May there is a notorious increase in the failed rate of the projects.

Fig 3. Chart Line Graph showing outcome of projects throughout the year

1. **What are some limitations of this dataset?**

The data provided doesn’t represent the total number of Kickstarter campaigns, so the samples given may not be very precise. An important limitation is that there is not enough information about the backers and the donors. We are missing with this information about how they could consider betting on which project.

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

It would be really useful to create a graph with the duration of each project. Another possible table could be how is the money funded divided into the different sub-categories so we can know the preference of the backers.