Kickstarter Report

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

* Success rate declines as goal increases. So, if project needs more money to start then it’s success rate will likely to decline.
* May is the most successful month as a launch date option, because success rate increased in May.
* Music is the category that has the best success rate in Kickstarter projects.

2 What are some limitations of this dataset?

Kickstarter has 445.000 projects and analyzing only 4000 data may not give us realistic results. Also, date scope is not wide enough to draw conclusions for general understanding.

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

We could create scatter plots and perform regression analysis to estimate the relationship between variables.