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\* 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?

2. What are some limitations of this dataset?

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

1. We can conclude that when you launch your campaign in the year does not make too drastic of a difference. We can conclude that the technology and journalism categories have noticeably more cancelled projects than other categories. We can conclude that the music category has the highest percentage of successful projects.
2. The dataset doesn’t take into account any sort of marketing other than if it was a staff pick or “spotlight.” Proper marketing makes an extremely large difference between success and failure.
3. Having a line graph of percentage of successful projects per category across years would be helpful to see trends across a longer period of time. A table/graph displaying success/failure to staff pics or if a project was in the “spotlight” or not would also be helpful.