Kickstarter Projects conclusions

**What are three conclusions we can make about Kickstarter campaigns given the provided data?**

Based on our analysis, it is clear that the backers should invest in the following campaigns as they have the highest successful rate.

1-Theater has a 60.23% successful rate with a total of 1393 campaigns as shown in Figure 1.

2-Plays is the highest sub-category of all campaigns with successful rate of 65.10 % and total of 1066 campaigns (Figure 2).

3-Campaigns that started in May are the most likely to succeed as shown in Figure 3

Figure 1

Figure 2

Figure 3

* **What are some of the limitations of this dataset?**

1-Revenue was not included in the dataset

2-Backer Locations. (What countries are the backers from?)

3-Kickstarter funding curve. (How much does the backer pay from the beginning to the end of the project?)

e.g: Backers pays 50% of the goal at the beginning of the project, then the rest is divided between the middle and end of the project.

* **What are some other possible tables/graphs that we could create?**

1. Table and graph that displays the relation between the country and state (how many successful campaigns per country)
2. Table and graph to show the relation between the years and state (How many successful campaigns per year)
3. Table that illustrates the difference between the (deadline and launched at) and the state.

(How long does a successful campaign take?)