Phu Phan

Report for Kickstarter Campaign

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

I think the three conclusions are about the status of campaigns, the money they got funded and how soon they reached their goals, and when the campaigns were created and ended.

1. What are some limitations of this dataset?

The limitations I can think of as the data may present incorrectly the intrinsic value of the campaigns. As in dataset, it only presents a brief comment and some values about the campaigns, so that user may be biased when they interpret these data.

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

The line graph and column graph will best visual this dataset.

The pivot table for percentage funding and line graph for it.