**Report:**

**Unit 1 Homework: Kickstart My Chart**

**Background**

Over $2 billion has been raised using the massively successful crowdfunding service, Kickstarter, but not every project has found success. Of the more than 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome.

Getting funded on Kickstarter requires meeting or exceeding the project's initial goal, so many organizations spend months looking through past projects in an attempt to discover some trick for finding success. For this week's homework, you will organize and analyze a database of 4,000 past projects in order to uncover any hidden trends.

**Comments:**

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

* Categories: Film, Music and theater have a high rate of success among all the categories.
* The subcategories: Documentaries, Classical Music, Electronic Music, Hardware, metal , Indie Rock, nonfiction, pop, radio & podcasts, shorts, tabletop games and, television have 100% rate of success on getting funded on Kickstarter
* Campaigns started in Q2 ( Apr-May-Jun) have a high rate of success while campaigns started in July have failed more in comparison to the ones started in other months
* Number of campaigns cancelation remained flat within the period analyzed

What are some limitations of this dataset?

* Number of categories might not represent the entire number of campaigns launched at Kickstarter.
* It shows different currencies but not the conversion to a universal unit (USD for example). It is hard to make an comparison between countries with the goal and pledged values

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

* Cross-check the regions in the world. I would create a pie chart per continent.