Backers report

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

* Kickstarter campaigns are successful, 5 in 10 campaigns end it up this way. The more supported projects and the more successful are related to theater.
* Projects related to animation and videogames had 100% of failure.
* December is the month with the lower created conversion dates.

2. What are some limitations of this dataset?

That the successful rate is based on weather they reached the target goal or not, maybe the data set might include some other heathers for example: if the project still running from the launch date or revenue generator, metrics that could evaluate successful from another perspective. Other limitation is the currency field, they are using a lot of currencies instead of just homologate to just one, these is making that the average donation column is inaccurate.

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

Tables:

State of the projects by country and per category

Sum of Goal by country and the number of the projects by state.

Sum of Goal by category

Graphs:

Pie Chart of historic state of the projects

Bars showing the goals by country

Bonus Statistical Analysis

* Use your data to determine whether the mean or the median summarizes the data more meaningfully

A= The mean, the median will only give me the number into which the number of registers split into half with not meaning at all, meanwhile with the mean the metric of backers will be more meaningful.

* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

A= Based on the data obtain we can determine that there’s more variability with successful projects, it make sense because successful had a higher number of cases 43% more than unsuccessful ones, had a great mean, a higher maximum number of backers and a larger standard deviation against its mean.