**Excel Homework: Kickstart My Chart**

## Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Top 3 categories are: Theater, Music, Film & Video. This shows that Kickstarter is more suitable for media related projects.
   2. Food and Games categories have the highest failure rates. So, people who want to raise money for these categories should look elsewhere before coming to Kickstarter.
   3. There are a few sub-categories like Hardware, Documentary, Rock, etc. which do not have failed or canceled projects. So, people who want to raise money for these sub-categories are likely to be most successful.
2. What are some limitations of this dataset?
   1. Very small sample size to draw definitive conclusions.
   2. Data appears to be biased towards media related projects. Not sure if it represents the complete Kickstarter platform or just the sample.
   3. We have no way of knowing why any project was a success or failure in raising money using this data.
3. What are some other possible tables and/or graphs that we could create?
   1. Number of backers per category/ sub-category.
   2. Effect of Staff Pick and Spotlight on the success of a project.