**Excel Home work notes**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. More than 50% Kickstarter projects are successful.
3. Most canceled projects are of technology.
4. Theater has most participation. Plays got most fund within theater.
5. What are some of the limitations of this dataset?
6. Data spans over 8 year, not enough time to predict more accurately.

At least 10 years makes it more accurate.

1. Since this is Kickstarter – we need to know what kind of rewards they did offer for each project. May be that helps backers to decide whom to support or not.
2. What are some other possible tables/graphs that we could create?
3. We can compare success rate by different country by comparing between different currency.
4. We can create tables about time taken to finish each project. (compare between time created and time ended).
5. We can make tables about how many projects/year were successful/failed/canceled.