**HW1 | Report of Assignment – KickStart**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

This Kickstarter database gives the information about various projects running in different countries. Below are the conclusions about the Kickstarter:

* The one conclusion we can make about the projects is

In Kickstarter campaigns more than half projects are successful, but there are 1/3rd projects that have failed. There are very few live projects.

Projects that has been successful are about 53%

Failed projects are about 37%

Live projects are about 1 %

And Cancelled projects are about 8%

* Second conclusion that can be made is

Maximum donation made by ‘The world’s first 3D printing pen’ from US and that was 2344134.67.

And there are about 10% of projects that didn’t make donations.

* Third conclusion is:

‘Theater Plays Projects’ are the most successful projects

‘Web’ Projects are the most cancelled projects

‘Theater Plays Projects’ are also the most failed projects

‘Faith’ Projects are the most Live projects.

1. What are some of the limitations of this dataset?

As we can see the dataset and the graphs drawn based on the dataset, we don’t see any such limitations.

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

Based on Kickstarter dataset we can create Column Graph, Bar Graph, Pie Chart,

and Line Chart.