**Excel Homework Answers**

1. The first conclusion I draw is that Kickstart projects are about 53.8% more likely to succeed than fail (37.6%) or be canceled (8.6%). When this data is broken down into sub-categories, we notice that play projects are the most popular, making up for 28.2% of projects completed (successful or failed). We also see sub-categories with 100% success rates such as: classical music, electronic music, documentary, hardware, metal, non-fiction, pop, radio & podcasts, rock, shorts, tabletop games, and television. There are also sub-categories with 0% success rates such as: animation, children’s books, drama, fiction, gadgets, jazz, makerspaces, mobile games, nature, people, places, restaurants, and video games. However, with the sample size being small, we cannot come to a concrete solution on those or the sub-categories at 100%. Final conclusion: we see a significant drop in success in the month of May. The gap between success and failures narrows down until the 2 intersect in December. More information such as percent funded for projects between May-Dec., etc. needs to be reviewed for possible correlation in this downfall.
2. One limitation to this dataset is the sample size. It is not big enough to support all of these different categories and multiple sub-categories. We need to dissect how statistically significant these solutions are. Also, this is just one crowdsourcing company. I would like to analyze more for better results.
3. We didn’t get to look at a stacked column graph of the date created conversion vs. date ended conversion to analyze the length of projects. We could use that to see if there is a trend in how long it takes for a project to be successful. We could also create pie charts to show to percentages of categories or sub-categories and give a broader picture of the differences.