Homework-1

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

* The major number of projects happened in Entertainment sector, which included theater, film and video and Music.
* The more the success rate, the more is the number of investments in future projects. Journalism was not able to get the backing from investors because the success rate in those projects is zero
* Music has the highest success percentage, while theater has the maximum number of projects.

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

* Data set does not have the backers’ information which is hiding some part of the story and does not provide a background of investors e.g. theater has a lot of investors’ confidence but it’s not clear what was the background of the investors and why they were taking so much interest in plays.
* One big data point that is missing from the table is the rate of return/rate on investments for the backers and investors.

1. What are some other possible tables/graphs that we could create?
   * The one graph I would I like to see is the length of the project over the years, which will allow to show the influence of earlier projects on the later projects, which will reflect the investor’s confidence.
   * The graphs by country will help in understanding the effect of cultural backgrounds on the project success rate.