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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Using the line chart created using the percentage of success/failure/cancellation, we can see that there is a progressive decline in the chance of success as the goal increases. Campaigns with a goal of less than $1,000 have a success rate of 71% while campaigns with a goal of over $50,000 have a success rate of approximately 19%.
   2. We can see in the line graph created off of the pivot table showing the state of campaigns per month that campaigns started at the end of the year, specifically December, have the lowest chance of succeeding. Campaigns started in the month of May have the highest chance of success and then it steadily declines to the end of the year except for a bump in October and November.
   3. Although the theater category has the highest number of successful projects, the greatest chance of success lies within the music category. The theater category has the most successes due to the sheer number of campaigns in the category, but the music category has the highest percentage of successful projects.
2. What are some of the limitations of this dataset?
   1. Although the dataset provides the numbers behind the success and failures of the campaigns, it does not explain the reasons behind the failures. For example, each campaign requires a certain sized donation to receive the product or service being offered; i.e. a new video game may require a $10 donation for you to receive the game when it is created. Does this amount affect whether a campaign is a success or a failure? Are the reasons beyond financial reasons that would cause a campaign to fail such as external events in the specific field of the project or other world events? We can analyze how and when campaigns fail using this dataset, but it doesn’t help to explain why they do which is an important piece of information if someone were to analyze this data to figure out when and how to launch their own campaign.
3. What are some other possible tables/graphs that we could create?
   1. Another type of table/graph we could utilize is a scatter plot. One use for it would be to see a trend between the number of backs and the total amount of money pledged to the campaign. I would expect there to be a correlation between the two, but we would be able to see if there are any outliers or unexpected results. Another graph we could use is a pie graph to show what percentage of successful projects were either a staff pick or a spotlight on the Kickstarter page so we could see what kind of effect that had on the campaigns selected.