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Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

1. My first conclusion is that Kickstarter campaigns have about a 54% chance to succeed and a 39% chance to fail, therefore success is more likely and even more so when you it falls within a popular category.
2. The most successful Kickstarter campaigns are the ones having to do with theater at a unanimous 38% success rate & on the contrary we have the food category at a disappointing 2% success rate.
3. The technology category alone stands at 51% of the total amount of money pledged, making the category that was most invested in, but also had the highest count of canceled Kickstarter Campaigns.

What are some limitations of this dataset?

1. It’s possible that this dataset may be incomplete, and therefore its usability may be limited.

What are some other possible tables and/or graphs that we could create?

1. We can create a 100% chart to compare how the rates of success & failure for each industry has changed over the years.
2. We can create some scatter plots and hopefully discover some very important trends in the data.
3. We can create a combo chart (line graph & column chart) to see which Kickstarter Campaigns categories met/didn’t meet their goal over a period. That way we can perhaps predict what future outcomes may look like.