Q & A

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

Given the data provided the conclusions I can draw derive from the charts created through pivot. To further exam my I filtered the data on the chart. There are various ways to conduct a campaign to successfully try and meet the projects initial goal . the most common method of failure was the method of plays. In the months of December the Success rate dropped to a number below the failed rate for that month. The Average Goal set is 74 939 dollars.

2. What are some Limitations of this Dataset?

Timing of Study- Every name created in column ( b) has a different Launched date vs deadline. This means that some campaigns ran longer than others . The data extracted is not ran in same time interval

Financial Resources- Every Campaign has its own set data of pledges . depending on the financial situation of each backer this can affect the amount that certain person can pledge to each campaign . This effect the success and failure avg.

Sample Profile- depending on the demographic of the people partaking and pledging this could affect what they streamline their money into based on there surroundings that influence them.

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

Some other possible tables and graphs we could create is a graph that out lines avg number of days that a project runs from the launched vs deadline date. We could analyse how the number of pledges counter acts with the goal amount achieved. Then we can see if there is any correlation between the state of the campaign and the backers count .