

Assignment 1: StarterBook

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

- 1) Technology is the most likely thing to succeed on Kickstarter.
- 2) Hardware is also very likely to succeed. Apparently Kickstarter backers like the idea of funding something that they can actually hold in their hands.
- 3) The least likely to succeed is Journalism, which suggests that journalism projects may be too polarizing politically to get the amount of backers needed to succeed.

What are some of the limitations of this dataset?

One limitation of this dataset is that it doesn't include every possible category and sub-category on Kickstarter.

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

We could create a Pie Chart to show what categories are successful over other categories. We could also make a Scatter Chart to show if there's a trend whether or not more projects were successful in the earlier years of Kickstarter as opposed to now.

