Assignment #1 – Kickstarter Data

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

Based on the given data, we can conclude that among the categories, Theatre had the greatest number of successful Kickstarter projects, but also had the greatest number of failed kick starter projects.

Classical music, documentary, electronic music, hardware, indie rock, metal, nonfiction, pop, radio & podcasts, rock, shorts, tabletop games televisions, television only had successful projects.

The month of December had the fewest number of projects launched, and June had the highest number of projects.

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

It would be more meaningful if this dataset provided information on cause for success and failure. There isn’t any background information for us to conclude why a project failed or succeeded.

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

Some of the more interesting tables/graphs we could have created is to determine the success rate of each category and subcategory.

We could have also identified which countries launched the most projects, generated the highest funded projects, and had the most successful/failed Kickstarter projects.

Look at whether length of the fundraiser run time affected the result.