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

The most popular subcategory of campaigns is “Plays”

The most popular category of campaigns is “Theater”

The subcategory that was canceled most often was the “web”

2. What are some limitations of this dataset?

This data only represents a limited timeline, cannot discern how influential outside events were on the success of campaigns

This data does not take into account how well the campaigns were received by the public

This data does not exactly calculate how much each backer donated, one large donor can skew the data

Does not take into account any money the campaigns had prior to fundraising

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

Graph analyzing how successful campaigns were based on the percentage of their goal they funded (Bar Graph)

Graph analyzing how country correlates with the state of the campaign (Bar Graph)

Graph analyzing how “staff\_pick” correlates with the amount of backers a campaign has (Bar Graph)