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Homework 3/7/2020

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

1. Music Kickstarters have the highest rate of success, at >70%.
2. Jazz is doing no part to help the above stat, with a 100% fail rate.
3. Games Kickstarters have the highest rate of failure, at >63%.

* What are some limitations of this dataset?
  1. When trying to determine anticipated success rate, there are other factors to consider, such as the reach of the person publishing the Kickstarter.
  2. If the goal is to project a global image, this would require data from every country in which Kickstarter is available.
* What are some other possible tables and/or graphs that we could create?
  1. Another graph I thought would be interesting is a line graph of Percent Funded, filtered by category.
  2. Additionally, a chart showing the correlation between backers count and success rate might suggest why some categories fail more often than others.