Homework 1

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

* The success rate goes down as the goal goes up meaning projects are more likely to succeed if they are asking for less funding.
* Plays are the most common Kickstarter projects that are started.
* December is the only month where Kickstarters started are more likely to fail than succeed.

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

There is no data about the creator of these, and how many other Kickstarter Campaigns they have started.

We also can’t see how much funding a project had throughout the time it was open. If a project only has 50% funding 75% of the way to its deadline what chance does it have of succeeding?

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

We could make a graph that examines the effect that putting a spotlight on a campaign has. We could measure this against things like percent funded, number of backers as well as other things to find the effect it has.