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Analysis Report from Kickstarter Data

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. As humans we have a tendency to start out of the gate great and fall short on endurance. Looks like early part of the year more successful.
   2. Theater/Plays are most successful type of project.
   3. There are more “Successful” Kickstarter campaigns than “Failed” campaigns.
   4. There are sub-categories where all the projects got canceled. And sub-categories where all the projects got successful.
2. What are some limitations of this dataset?
   1. I had no way to see if the pledged amount was ever really received.
   2. We do not know if success equals satisfaction
   3. We do not know if success is still ongoing or if it eventually failed.
3. What are some other possible tables and/or graphs that we could create?
   1. What relationships exist backers and the sponsors
   2. We could plot the data on different types of charts