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

Three conclusions about these Kickstart campaigns with the provided data:

1. Even though theater was most failed main/parent category with 493 countries, theater was still the most successful main/parent category with 839 countries. Plays were the most successful sub-category with 694 countries and most failed sub-category with 353 countries.
2. The amount pledged per backer is independent on the goal of projects. The projects failed more often because the larger the goal of the project, the smaller the amount pledged per backer.
3. The most successful and the most failed campaigns occurred in 2015.
4. What are some of the limitations of this dataset?

A limitation of this dataset is the fan base because not sure if the most successful category hit an establish fan base. Another limitation is there is no data/reasoning as to why the success rate dropped over the last two years. We also do not know if the live projects will success or fail.

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

A possible table/graph we could create is a scatter plot with a trendline of the project goal versus the number of successful projects. This will show the relationship between project size and success rate. We can also create a bar graph for each parent category or sub category to show the number of successful and failed campaigns. In addition, we can create another scatter plot with a trendline of the dates in years and number of projects to track the success rates of projects changed over time.