# Crowdfunding Analysis Written Report

## Conclusions from Kickstarter Data.

1) Large goals of over 40000$ tend to fail. Before reaching goals of 40000$ projects tend to fail or succeed at around a 50% success rate but once exceeding that 40000$ success rate plummets all the way down to 19%.

2) There is an unusual amount of Theatre/Plays related Kick-Starters. I’m curious what causes so many Theatre/Plays to be drawn to Kick-Starter.

3) Technology Kick starters only have a 34% success rate. Even though Technology related Kick-Starters are the third most popular Kick-Starter category they have way below a 50% failure rate.

## Limitations of data set

1. There is no differentiation between the quality of the teams making these kick-starters. Even just the size of teams, or number of past kick starter successes / failures would greatly improve the database. Because of course if for instance Team Cherry the creators of the famous Hollow Knight game made a Kick-Starter it would almost certainly succeed but if they for instance put out the same Kick-Starter under an unknown name who knows if it would succeed or not. I wonder what the success rate of new unknown Kick-Starter projects is. I would assume it would be low but who knows without the data.

Riley Capps

Data Analysis Project 1

Crowdfunding Analysis