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

My first conclusion based on the data from Kickstarter is that it seems that the types of projects that are more likely to succeed belong different works or art, be it music, film, or even play/theater. Between music and theater, music seems to be statistically ahead given its 77% success rate while also boasting one of the lowest failures rates around 17% and just a 3% cancellation rate. My second conclusion is that it seems like the projects that begin around April to July seem to be more successful in terms of getting funded. My third conclusion is that it seems that majority of all Kickstarter projects begin in the USA (73% of total projects) and boasts a 55% chance to get funded successfully.

What are some limitations of this dataset?

Some of the limitations that I can immediately draw from this dataset is that this dataset is only a small subset of the whole dataset which means that we can potentially be looking at somewhat skewed data. In the description it says that only about a third of projects make it through with positive outcomes but in this dataset, we have over a fifty percent chance to success which makes Kickstarter seem like a more viable option that it can truly be. Another limitation of this dataset is that depending on the subset that we are looking at some projects that are easier to fund than others. Which begs the question of whether looking at such a small portion is even valuable seeing as there might be bigger projects that are may be more ambitious and thus require more funding and even more time to complete. One last limitation that I can see is that some projects promise something in return to the investors. Depending on the type of project it would be beneficial what role that could play into some projects having or receiving more donations.

What are some other possible tables and/or graphs that we could create?

Some other basic tables would be to break down the subcategories into more to see what specifically is more successful i.e., plays and music have a lot of individual and unique options to both. We can also make tables showing success vs failed in the overall context to see even further what works and does not work. There are tables that can be broken down into different countries and show what kind of projects people are interested in doing there. Also looking at the timelines of each project could be useful, maybe more times equates to being more successful.