Kickstarter Analysis Report

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

Based on the provided data, we can conclude that Americans are most passionate about music, with a Kickstarter success rate of 77%, followed by theater, with a success rate of 57%. Similarly, the global success rate of music Kickstarters is 77% while the global success rate of theater Kickstarters goes up to 60%, so we can draw the same conclusion about global preferences.

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

Some of the limitations of this dataset include inclusivity, ironically: the majority of countries we’ve compiled data from are either western-European countries or countries considered “western powers”. The only Asian states represented are Singapore and Hong Kong, and there are no African or South American nations. There’s also a limitation on categories represented as well as representation for projects that fall between multiple categories.

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

Other tables and/or graphs we could possibly create include percentages of how many projects are successful, canceled, etc.