**Kickstarter campaign data**







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

2. What are some of the limitations of this dataset?  
3. What are some other possible tables/graphs that we could create?

In my project, I explored key data points that seeks to trends behind the success of Kickstarter campaigns. I identified that most campaigns are successful (2,185) and a minority of campaigns are live (50). The total amount of campaigns that failed were roughly at 1,530 and 349 campaigns were canceled. In recent years, there seems to be a steady correlation involving failed vs successful. Graph 1 shows a downtrend from Q1 and the relationship of the number of successful outnumber those that have failed in year 2016. Among the many independent variables relating to category, the two that have the largest successful campaigns are: theater and music. The majority that are live include music and theater. The sub-category reveals a number one attribute towards successful campaigns involve plays. Some of the limitations of this dataset involve outliers than including other categories. Some individual campaigns can skew the data since the data set has not been statistically tested. Additionally, to possibly improve the data sets would involve perform a multiple regression analysis to precisely show predictability.