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**Unit 1 | Assignment - KickStart My Chart**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. **From 2009 to 2017 most Kickstarter campaigns were in the theater category (33.8%)**
   2. **Most Kickstarter campaigns with a category of food represented in the dataset have failed (70%); All Kickstarter campaigns represented in the dataset with a subcategory of restaurant have failed (100 %)**
   3. **Kickstarter campaigns creation seemed to peak in 2015 and dropped in 2016. It would be nice to see a few more years of data to see if it is an ongoing trend**
2. What are some of the limitations of this dataset?
   * + **The dataset does not reflect the actual outcome of the campaigns**
       1. **Did all successful Kickstarter campaigns meet their intended goal?**
       2. **Were funds in successful campaigns used as intended (how were the funds spent)**
     + **The dataset does not reflect if any of the backers requested refunds**
     + **The dataset does not reflect how much money Kickstarter made off of the campaign**
     + **Since there are different currencies reflected, it is not necessarily an apples to apples comparison with aggregated dollar ranges—maybe there should be a conversion applied when this is done**
3. What are some other possible tables/graphs that we could create?
   * + **Success of Kickstarter campaigns based on magnitude of goal funds requested (ex: greater than $500, greater than $1000, greater than $5000, greater than $10,000 etc)**
       1. **Number of successful campaigns in each range**
       2. **Percentage range of successful campaigns in each goal dollar range**
     + **Number of campaigns by country and proportion of those campaigns in each state (like a striated bar chart)**
     + **Average duration of Kickstarter campaign by state, category, magnitude of goal dollars and magnitude of percent funded**