Trip B – HW 1

1. Three Conclusions We Can Draw from the Data:

1. Kickstarters can be overfunded: the amount of money they set out to raise is not the limit.

2. Kickstarters started around the holidays are more likely to end in failure than those started in the other months.

3. People start Kickstarters to put on a play far more frequently than any other purpose.

2. Some of the limitations of the data set.

All though we did not use the percent funded column in our graphics, it has the potential to show us how successful the average Kickstarter was (not just IF it was). The dataset does not tell us about their budgeting and strategy. It cannot tell us how they marketed themselves. It does not show us how many people were behind each Kickstarter. It does not tell us why the contributors donated the money.

3. Some other Possible Tables and Graphs we could create.

• We could make graphics about the funding a project gets in relation to the difference between the start date and the deadline date.

• We could measure the amount of money that Is raised by the average project in comparison to its goal. Maybe create a several histograms to measure the amount of money raised. Maybe one where the bins are a sequence of doubling numbers that are then evenly spaced on the x-axis.

• We could look at the average donation received for each subcategory

• We could make a list of the most common words in the group names.