Homework assignment answers

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

The data appears to be a sample of 4114 campaigns across various countries within nine different categories that have either a successful, failed, cancelled, or live state.

The data also shows information regarding the campaigns’ goals, pledges, and backer amount to display the possible interest backers have of the campaign.

Based on the interpretations of the graph, it appears the categories with the largest success rate are theater, music, and film & video, and the largest cancellation rate is technology.

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

Limitations include:

Limited categories for our dataset.

We don’t have all of the campaigns, since in the beginning it said there are over 300000, and I only see 4114.

Do we have a big enough sample for this data to be statistically significant.

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

Line with possible trendline in graphs.

We don’t have a pie chart.

Table of personal information/comments/bio/investor comments rationale.

Table of information regarding what did they want money or purpose.

If there were offers of incentive e.g. the company gives a free additional item if you pledge or first 300 pledgers get early release.

A graph possibly with goal/pledge v subcategory and seeing how simple or expansive the kickstarter is

Graph between the staff pick v (successful and failed) would be interesting to see if the staff’s selection could be an indication of a successful campaign.