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1. Three conclusions we could draw from this sample of Kickstarter campaign data are related to the dates, categories and sub-categories associated with successfully funded projects. Based on the data provided from 2009-2017, the month of June is when the highest number of projects are created and the highest number of successful projects are created in May. December is not a good month to create a project because there is the lowest number of projects created and of those created many of them fail. Also, the highest number of successfully funded projects fall under the category of theater and particularly the sub-category of plays. Finally, food trucks based on this data do not perform well on Kickstarter. Out of 140 projects created in the sub-category of food truck, not a single project was successfully funded. Other sub-categories that do not perform well on Kickstarter are translations, video games, web projects, and world music. If someone wanted to create a successful Kickstarter project, I would suggest creating a project funding a theatrical play in the month of May.
2. There are several limitations of this dataset including the number of projects included in the set and lack of detail of “state” status. In the prompt it states there are over 300,000 projects created on Kickstarter and the data set only contained 4,114 of them. There is also no indication of how these projects were chosen to be a part of this data set. Additionally, project could change state for a variety of reasons not represented in the data set given. Projects could be cancelled for a wide range of reasons independent of lack of funding. These are limitations that should be taken into consideration when attempting to draw conclusions from this data.
3. In this data set there are plenty of different ways to rearrange the date to potentially given indicators towards what elements make up a successfully funded project. A graph illustrating the relationship between the funding start and end date against the successfully funded rate. Observing if there was an optimal time for a project to stay live for could be valuable when trying to create a successful project. Or a graph illustrating the length of blurb against the successfully funded rate. Seeing if there is a correlation between a longer or shorter description and their success would be very interesting.