HW1

Three Conclusions:

1. Based on the chart below, Kickstarter campaigns in fields of film&video, music, and theater, have a much higher success rate compare to the other categories. For journalism, the success rate is substantially low, most of them got cancelled.
2. Based on the Sub-Category chart, people show strong preference in plays.

1. Based on the chart below, throughout the year, Kickstarter has more successful cases than failed ones. May seems like a good time to start a Kickstarter project. However, the ones created in December seem less likely to be successful.

Limitations of this dataset:

This data set only provides limited information about projects. The factors for determining if projects are likely to be successful are not only based on the information which are provided in the table. Education level of entrepreneurs, size of a company, category familiarity can also greatly affect the result of a campaign. The data set doesn’t take into account the currency exchange rates for all the various goal and pledged amounts. This means that the comparisons are not on an absolute money value.

Other possible tables and/or graphs that we could create:

1. A scatter plot to find the correlation between success rate vs. time period between launch and deadline. This would help to investigate if length of time between start and deadline is an important factor for success.
2. A chart to compare the success rate for staff-picked projects and non-staff-picked ones.
3. A chart to find the relationship between money value of projects and success rate.
4. A chart with conversion of currency to all US dollars and re-comparing the above chart (c) to see if it gives any more information.