Kick Starter Report

Figure

Figure

Figure

1. What are three conclusions we can draw about Kickstarter campaigns?

The first conclusion we can draw would be from figure 1, showing us that most of the Kickstarter campaigns are theater based. This category happens to be the most successful, but also have the most failures too. Within the theater category there is a sub-category (figure 2) of plays that are largely successful. We can also conclude that if someone were wanting to start a Kickstarter campaign, having it under the Category of Theater has a high probability of succeeding.

1. What are some limitations of this dataset?

One of the limitations of this dataset is the time range. These Kickstarter campaigns have different durations. So these graphs don’t account for Kickstarter campaigns that were 3 months long compared to other that could have been 1 year long.

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

One graph we could have done would have been the number of Kickstarter campaigns based on countries. I think a another graph that I think would work would be a cluster bar graph, so help show better the number of success, fail, etc of each category and sub-category.