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Homework Assignment #1 Kickstarter Campaign

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Based upon the data provided from the Kickstarter campaigns, in all countries that participated the highest amount of programs were for Theater. The month of May had the most successful outcomes. From the last graph, it can be seen that goals less than 1000 had the highest amount of success at 71%.
2. What are some of the limitations of this dataset?
   1. The limitations of this dataset prove to be is that there is no way of knowing the population size to determine if in fact we are using an ideal representative sample size. Another limitation of this dataset is that there are different currencies being used in all of the pledges. This should be converted to a standard currency to measure the overall value of each pledge.
3. What are some other possible tables/graphs that we could create?
   1. Other possible tables/graphs could create are between outcomes verses age outcomes verses gender, and even outcomes verses education level.