Kickstarter Campaign data

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1. Three conclusions I could make from the kickstart campaign data;
   1. Projects with a larger goal amount appeared to fail at a higher percentage rate; A conclusion from this could be to create projects with smaller start up goals to ensure higher rates of success.
   2. Projects in the technology/games sector seem to be riskier as a large percentage failure is reflected in the mobile and video games divisions; This could be a result of a volatile industry and very competitive.
   3. Projects had a greater success rate with a larger number of backers; Relying on just a few individuals could result in a larger fail rate for future projects.
2. What are some limitations of this dataset
   1. One limitation of this data set is the sample size. How did they determine to look at just the most recent 4000 projects? How do we know that this is an accurate sample set of the overall population of over 300k projects?
   2. The location of each project is unknown which could be a limitation due to not understanding all of the factors that led to a projects success or failure.
   3. For this dataset we are assuming each backer contributed the same amount to their project. We are unable to determine if projects had a small number of large contributors or vice versa. This could lead to understanding an accurate picture of how the project was funded.
3. What other tables/graphs could be created?
   1. We could create a graph showing the success/failure rate based on length of the deadline period. This could show whether or not if length is a variable which determines a projects success or failure.
   2. Chart showing success/failure/canceled related to number of backers