8/19/2018

HOMEWORK 1 REPORT

# what are three conclusions we can make about kICKSTARTER CAMPAIGNS GIVEN THE PROVIDED DATA?

### The most kickstarter campaigns that are currently live were founded between March and May.

### Theater is the number one parent category (i.e. has the most kickstarter campaign

### August has the highest number of failed kickstarters.

# What are some of the limitations of this dataset

1. The dataset doesn’t provide a clear understanding of why individuals didn’t donate to failed kickstarters.
2. Doesn’t provide a definition for each column title

# What are some other possible tables/graphs that we could create?

### We could create multiple line charts showcasing the monthly progression of live, canceled, failed, and successful kickstarters.

### We could create a bar chart showcasing the amount of money each country invested into each kickstarter fund.

### We could run a regression test to find a correlation between percent funded and live to understand the correlation between money and live projects.

### Create a regression model to understand the correlation between percent funded and goal.