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Homework #1

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Theater appears to be the top category of campaigns with the highest success rate at a number of 839 out of all successful categories totaling 2,185.
* Theater also appears to be the top category of campaigns with the highest failure rate at 353 out of all failed categories totaling $1,530.
* Backers are more likely to invest in Arts related projects such as Theater, Music and Film compared to other categories such as Food, Technology and Gaming.

1. What are some limitations of this dataset?

* Success could possibly be a limitation pertaining to this data set as it appears to base success on funds that meet or exceed the goal. However, the data set does not reflect success based on an established project that is fully functional and generating business. Information regarding the project’s revenues, quality of services and consumer base would appear to help better determine success.

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

* A table/ graph showing which countries have the most or least backers.
* A table/graph showing if the goal is met primarily based on number of backers compared to average amount pledged.
* A table/ graph showing how the goal amount effects success rate.