Conor Monahan

UNC Coding Bootcamp

What are three conclusions we can make about Kickstarter campaigns given the provided data?

Film, music, technology and film and video were the most attempted parent category Kickstarters with film, music and technology containing more successful campaigns than the total of their failed and cancelled. When looking at subcategories, plays was clearly the most attempted Kickstarter campaign, however many other sub categories would tend to get many successful if not completely campaigns. Most campaigns were successful followed by those failing and finally those that were canceled.

What are some of the limitations of this dataset?

It was only done from the years 2009 to 2017. While this is quite a lot, more could always create more useful data. Some categories also may have been more prominent at certain time periods rather than others (ie technology, gadgets, hardware, mobile games). When looking at the parent category chart, it can be misleading if one subcategory contributed to the data much more than the other category.

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

A bar graph of the amount of campaigns attempted by each country on the x.

A line graph comparing successful, failed, and canceled according to the number of backers that it had.

A line graph comparing successful, failed, and canceled according the average donation given.