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Homework #1

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. What are some of the limitations of this dataset?
3. What are some other possible tables/graphs that we could create?
4. Theatrical related Kickstarter campaigns are numerically the most successful, with plays being the most successful subcategory, while Journalism related Kickstarter campaigns are numerically the least successful, with all of them ending up cancelled.

Food, Games, and Journalism are three types of Kickstarter campaigns to be cautious about, as a majority of them end up canceled or failed, while Theater, Music, and Film & Video are three types of Kickstarter campaigns that usually lead to success.

Kickstarters are more likely to fail or be canceled as the goal increases.

1. Some limitations of the data set are that there is no information on the time goals were met, if at all, there is no information on backers outside of their existence and number thereof, so nothing can be said with relation to backers and their habits.
2. We could use scatter plots to see if there is correlation between pairs of data, for example, state and country or pledged and staff pick, etc. We could use pie charts to look at the overall composition based on category or sub-category. We could also use a map to show percentage successful per country or whatever else we want to look at geographically, although it’s probably not so interesting for this particular data set.