Kickstarter Questions

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?

Answers:

1. A) The overwhelming majority of kickstarter campaigns were for plays. B) The number of canceled projects stayed consistent all year. C) More campaigns were successful than failed. C) The successful campaigns had pledged funds 14 times more than failed campaigns
2. One question I have from the data is with the canceled projects…Would the canceled campaigns have failed because of not enough pledged funds?
3. A pivot table with total pledged funds for each state category, showing how projects are more likely to be successful when well funded.