Starter Book Report

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The success rate of projects will decrease when the $ amount of goals increases;
   2. The success of projects has a strong positive correlation with the number of backers;
   3. Plays sport the biggest number of projects.
2. What are some limitations of this dataset?
   1. The dataset has no descriptions of the data fields, which makes it difficult to interpret the analysis results. Some fields are self-explanatory, but it would be better if descrptions are provided. For example, I found the ‘spotlight’ field is difficult to understand.
   2. Some fields can be enhanced when data was originally pulled, such as “deadline” and “launched at”.
3. What are some other possible tables and/or graphs that we could create? [pivot table “countries\_and\_stafff\_pick”.]
   1. Project distribution among different countries;
   2. Correlation between success rate and staff pick status