Homework 1

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

* The higher the goal, the more likely it is for campaign to fail
* The most successfully category is theater
* Campaigns are most successfully in May (overall)

What are some of the limitations of this dataset?

* Pledged currencies needs to be converted to a standard currency to compare how successfully the campaign was.
* Data doesn’t take into consideration the targeted demographics of donors
* Success of the campaign is based solely on pledges not actual contributions and duration of the campaign.

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

Bar Charts

Scatter graph of goal and number of backers

Number of backers decrease as goal increases

