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1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

Three conclusions that we can derive the data are, first, film, theater and music have the highest rates of success. Second, the spring and summer months, starting with March, ending with August have the highest rates of success. Third, Publishing, games, and food have some of the highest rates of failure.

1. What are some limitations of this dataset?

One limitation is that the majority of the data is gathered in the U.S., therefore I am not sure that the data is an accurate representation of data globally.

1. What are some other possible tables and/or graphs that we could create?

One graph that could be pretty useful in this case is a pie chart. In my homework on sheet 9, each category is broken down further. We can create pie charts of both the successful rates and failed rates of each category. This could help the data analyst help create a visual for their listeners, by providing a comparison of which subcategory is the most successful. For example, film and video, we could have two separate pie charts one for failed and the other for successful. In the failed, we know that a total of 180 projects failed, with animation accounting for 100, and drama accounting for 80. Conversely, we can also create a pie cart for successful project for film and video. There were three hundred successful project, with 180 of them being documentaries, and the rest being split up evenly with shorts and television.