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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Because over half of the campaigns were successful you could conclude that a slight majority of Kickstarter campaigns are successful.
   2. Since most of the campaigns are based in the US you could conclude that most Kickstarter campaigns are based in the US.
   3. Due to the fact that most of the campaigns were between 2014 and 2016 you could surmise that those years were a peak in Kickstarter popularity.
2. What are some of the limitations of this dataset?
   1. We do not have any information on the types of rewards that these campaigns have or what the monetary reward levels are. This could heavily influence which campaigns are successful and which campaigns have the most backers.
3. What are some other possible tables/graphs that we could create?
   1. You could look at the relationship of category or sub-category to the average backer donation with a pivot table showing the average “average donation” by category or sub-category. In the same vein, you could look at the number of backers per category and sub-category with the same kind of pivot table. Another relationship you could explore is the average number of backers per each state to get an idea of how many backers you need to have a successful campaign.