Homework 1

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

2. What are some limitations of this dataset?

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

1)

1. You have a better than 50% chance of getting funded
2. The category music has one of the highest probabilities of being successful
3. Technology, publishing and food have high failure rates

2)

The categories and even sub-categories are not very specific.

Success and failure seem to be around just the money/goal and not the actual project success

3)

Ratio of success to failures for each category/subcategory

Contribution average/backer count compared with success and failure

Original goal amount compared with success/failure

Success rates by country