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Responses to Kickstarter Questions – HW\_1

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns: The 3 conclusions that can be drawn about the Kickstarter campaigns are:

* They are more successful when used in film and video, music and theater projects.
* The more successful campaigns were the ones whose goals were set below $10000, meaning that lower goals were more attainable by most of the backers. The most successful projects were with goals less than $1000.
* The second quarter of the year (between April and June) presents the most opportunity for successful projects, and projects that are in the plays, documentary, hardware and rock sub-categories provide best chance for successful projects.

1. What are some limitations of this dataset? Some limitations of this dataset include

* Not much data to explain why live projects only occurred during the first 3 months of each year. There would have been better interpretation if there were additional data.

1. What are some other possible tables and/or graphs that we could create? I think we could create a chart that classifies the states – successful, failed, canceled and live – by years to know what years were most successful and if the trend is getting better in more recent times or not.