Homework #1

1. Three conclusions we can make about Kickstarter campaigns by looking at the dataset are that theater category campaigns had the most successful and failed outcomes. Of that category, plays had the most successful campaigns. And overall, we can conclude that May had the most successful campaign runs while October had the most failed campaign runs.
2. Some of the limitations of this dataset are that because not every campaign was run within the same time limit, it’s hard to measure if a campaign was truly successful/failed/canceled under the same factor. For example, if one campaign that was deemed successful ran for a year while a canceled campaign ran for a week, then it’s hard to make a conclusion since they aren’t based under the same time limit. Another limitation is that because the campaigns in this dataset are from various countries and also use different currencies, backers might be reluctant to invest/pledge in a campaign that is foreign to them. Isolating one country might yield more detailed analysis of Kickstarter campaigns and its outcomes.
3. Some other tables/graphs that we can create can compare different countries to see which countries had the most successful/failed/canceled campaigns. Also, instead of calculating campaign outcomes based on the budget, calculating based on time frame might also yield interesting data derived from the dataset.