

# Assignment #1

UCSD Bootcamp Data Science Visualization Spring 2018

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## Conclusions

1	<p>What are three conclusions we can make about Kickstarter campaigns given the provided data?</p> <ul style="list-style-type: none"><li>&gt; As the goal amount increases, the percentage of successful projects falls</li><li>&gt; The percentage of projects that failed increases as the goal amount increases.</li><li>&gt; Kickstarter has many plays that want to be funded. It sheer numbers, plays are clearly the most popular project attempted with kickstarter.</li><li>&gt; Documentary films and rock music are very successful</li><li>&gt; Food trucks, animation and jazz are not very successful</li></ul>
2	<p>What are some of the limitations with this dataset?</p> <ul style="list-style-type: none"><li>&gt; It does not take into account the management group that is putting forth this kickstarter.</li><li>&gt; A metric whether or not the team putting for the kickstarter project had ever tried one before would have been nice</li></ul>
3	<p>What are some other tables/graphs that we could create?</p> <ul style="list-style-type: none"><li>&gt; Running average could have been used on some of the graphs that were assigned.</li><li>&gt; Instead of using raw numbers for dependent variable(y-axis), percentages could have been used.</li></ul>