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Module/Homework 1

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The success of Hamilton in recent years has not only increased the interest in young playwrights to pump out more material, but also for them to look for funding in new avenues. This has also led to an increase in the funding worlds awareness of these projects and led to more funding being distributed to these projects
   2. With the advent of new content providers (hulu, Netflix), we have seen an uptick in content creation. Mainly in the documentary space.
   3. Launch date (outside of December) does not seem to correlate well to success rate. I wonder if launching in December is a bad idea due to many religious holidays and NYE etc. this takes up a lot of people’s time and money. They may not be interested in looking into what they should be investing in. also they are more focused on what should be end of the year business operations.
2. What are some of the limitations of this dataset?
   1. Data set only 1.3% of the total on Kickstarter. That does not seem sufficient to me
   2. Definition of success seems a little loose
   3. Very little checks and balances in general with this type of fundraising
3. What are some other possible tables/graphs that we could create?
   1. State of project based on staff pick and spotlight status
   2. State of project based on goal
      1. Sliced by category