GW Coding Boot Camp

Week 1 Homework: KickStart My Chart

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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * Approximately half of the campaigns initiated are successful
   * On average a campaign is more likely to be successful if the goal is less then $5,000.
   * Theater campaigns are the most popular amongst Kickstarter topping the numbers in both successful and failed outcomes.
2. What are some of the limitations of this dataset?
   * The dataset is fairly comprehensive considering the analytics of this assignment.
   * Currency is not measured as a single value type. Converting this to one single currency, such as USD, would greatly assist analysis though it still wouldn’t be completely accurate due to exchange rate fluctuation.
3. What are some other possible tables/graphs that we could create?
   * Graphical comparisons equating the number of “backers” contributing to success or failure.
   * Basic pie charts with percentage comparisons of outcome based on the top three categories of campaign type.