# Unit 1 Assignment - KickStart My Chart

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***Question 1: What are three conclusions we can make about Kickstarter campaigns given the provided***

***data?***

From the data provided, it appears that music projects have the highest rate of success. Conversely, projects falling under the food category have the highest failure percentage. The data also shows that technology projects are most likely to be canceled. Overall, projects started in the month of May appear to have the highest likelihood of success.

***Question 2: What are some of the limitations of this dataset?***

The greatest limitation of the dataset is the size. There have been over 300,000 projects on Kickstarter. With this only being a sample containing 4000 projects, we don’t know how conclusive the results of the analysis are. In addition, there are other factors that could contribute to the success of a campaign that are not supplied. Many campaigns include incentives for backers. This dataset does not specify if backers received any rewards for successful campaigns based on pledge tiers which might make a project more attractive.

***Question 3: What are some other possible tables/graphs that we could create?***

We could create additional tables/graphs to compare the success rates of projects designated as staff picks or spotlighted. We could also create graphs to determine if projects with a higher average pledge are more or less successful than projects with a lower average pledge amount.