Katheryn Raatz

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KickStarter Report

1. From the data, three conclusions that can be drawn are: (1)Theater is shown to be the most frequent category on kickstarter, (2) Plays are shown to be the most popular sub category on kickstarter, (3) Successful kickstarters are shown to be greater in the beginning half of the year, and tend to fall after May.

2. Some limitations of this data set are that it is important to know background about the data and how it was collected to ensure that there was no bias or errors. Another limitation is that no codebook is provided so some of the variables (staff\_pick, spotlight) may not be obvious as to what they signify thus making it hard to understand and analyze the data for those not familiar with kickstarter.

3. We could make a pie chart of the variable state to see the frequencies of the different states (successful, failure, canceled, and live) to see overall among the data, which is the most frequently seen in kickstarter. We could also make regular bar charts rather than the stacked ones that we have of the sub-category and state to allow us to better be able to see the difference in the count of each state for each sub-category. We could also do a table and a bar chart to see the relationship between country and state. We could also do the same for country and category because it is possible that different countries have different kickstarters that are popular due to the differences in the cultures.