Zachary Feldman

06/16/2019

Homework #1

1. Given the data that was provide, three conclusions we can draw are:
   * + 1. The number one reason individuals use this service is for activities pertaining to theatre (more specifically plays).
       2. The most active years for new Kickstarter campaigns were 2014-2016 (peaking in 2015 with 1226 campaigns started).
       3. There were 680 startups related to music. Of these 79% succeeded reaching their goal. This shows that this is the most likely category for success if one is using this service.
2. Some of the limitations of the dataset that was provided were the possibility of outliers that donated to the campaigns. Although it may be inferred based on the dataset given (one can determine based on the average amount donated by each contributor) it still does not show if there were 3,000 people who gave on $0.10 and one individual providing the other $20,000. Another limitation is that it does not show whether the company is still active or how soon after they reached their goal the company dispersed. This data could be very useful as some of the goals set by companies who found success, could have been underestimating their needs; whereas a company who had a more realistic estimate of how much their future costs will be and merely failed sooner in the process.
3. Another graph we could create is one that would display the difference between the funds that were raised for each project and the average amount of contribution; or it can be compared to the total number of contributors for the project. This data can be filtered based on category as well as sub-category.