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HW#1: Follow Up Questions

1. What are three conclusions we can make about Kickstarter campaigns give the provided data?

a. The art industry(theater, music, film) seems to be the most popular user of Kickstarter.

b. Films and sub-categories of film tends to do well in receiving support of their campaign.

c. On the pivot chart with the dates, there are certain months in the year that doesn’t attract as much funding for campaigns.

2. What are some of the limitations of this dataset?

The dataset doesn’t include the strategies used or both internal and external factors that may have affected the campaign to be successful or not. We do not have information on what made certain campaigns meet their goals and why others failed.

3. What are some other possible tables/graphs we could create?

- Pie chart showing which industries take up what percent of the fund pool

- Histogram to see the distribution of fund and possible outliers