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Data Analytics Bootcamp – Homework #1

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

* Projects are likely to go live during Q1
* Almost half (46%) of projects are likely to fail/canceled
* Rock is the most successful sub-category and animation & video games are the least successful

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

* The data is currently presented in different currencies, the data should be converted and presented in the same currency.
* Duration of campaign is not presented. Longer campaigns could result in higher pledges.

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

* Categories with average donations
* Campaign goals vs the state of project
* Staff Picks and/or Spotlight vs state of project