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Starter Book

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

* The “theater” and “plays” generate the highest number of successful outcomes and attention from the crowdfunding platform.
* Successful outcomes peak in March and July in all years.
* Technology has the highest cancelled outcomes in comparison to the other categories.

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

* How the data was collected? Verification of the source
* Sample size
* Relative power of currency to the project

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

* Create a geomap where the projects are taking place
* Create a sparkline of the how much raised compared to the time.
* Create a decision tree to see which projects are likely to succeed/fail dependent on method of currency or market
* Relative power of the currency to the project and location