Homework 1

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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. People who fund Kickstarter are very interested in plays. Kickstarts involving plays account for nearly ¼ of the activity on Kickstarter. About 2/3 of the plays that are requested are funded, too. You have a shot with Kickstarter if you’re looking for money to put on a play.
   2. Many categories of Kickstarters had great successes while others had great failures. 100% success categories include rock, documentary movies, and hardware. 0% success categories include animation, video games, and drama (film/video).
   3. One indicator of a Kickstarter’s chance for health is the average donation: The average donation for all Kickstarters is $80.01. Successful and live projects exceed this number (Averages $93.65 and $100.05) while canceled or failed projects lag the average ($77 and $60).
2. What are some of the limitations of this dataset?
   1. The data is from 2009-2017.
3. What are some other possible tables/graphs that we could create?
   1. Categories and their percentage funding. Who receives the most money? (It’s hardware)