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Data Analytics Bootcamp

1. Given the provided data, what are three conclusion we can draw about Kickstarter campaigns?

Answer: The three conclusions we can draw about Kickstarter campaigns are as follows:

* Categorically, music has the highest success rate and food has the least success rate. Theater was canceled significantly than other categories, but also had the highest number of live campaigns.
* Sub categorically, plays had the most successful campaign and all the campaign for artbooks were cancelled.
* According to the lunch date graph, the month of May seemed to have the most favorable as the successful campaigns were the highest number, whereas December seemed the least favorable, as the number of successful campaigns the least.

1. What are some limitations of this dataset?

Answer: Some limitations of this dataset are as follows:

* Since they looked as 4000 projects out of 300000 projects, there was not a significant number of projects
* The given pledged amounts for the countries were not in same currency, which could be a factor in the graphs giving a skewed result.
* Information about the backers seems to be insufficient.
* Some of the database provided was not even used, such as “spotlight” and “staffpick”.

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

Answer: Some other possible table and/or graphs we could create are as follows:

* Location and the amount of donation from the backers from different countries (e.g. For US, Australia, etc.)
* Changing of the pledged amount in same currency and creating a table/graph of total donated amount in a field.
* Table/graph to know which campaign did well in one part of the country and which did not do as good as the rest of them.
* Table/graph about duration of the campaign to know if more time invested resulted in better success rate.