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Bootcamp HW 1

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

The amount of data and analyzations from the Kickstarter campaigns is almost inconceivable. Some quick glances at the graphs and pivot tables can tell us that, the category of theater had the most kickstarters made for it, the time that most kickstarters were successful were in the middle of the year, but not so much more that it was any significant difference in data, and that there was a direct and significant correlation with the success of a kickstarter and the goal being much lower as it seems more attainable

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

Every dataset has its limitations, and one for these funds would be other variable that contribute to success or failure of a project. For example, there was a correlation with price of a goal and the success of a project, but we cannot take into consideration who was advertising what projects and why certain projects with high goals got funded while others did not. So we would have to make assumptions for the lack of information

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

Using the information from the bonus question, a graph with the categories used in the other pivot tables could show specifically which categories did better based on percentages rather than raw data to better compare them