Homework #1: Kickstarter Data

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

What are some of the limitations of this dataset?

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

1. Theater has the most Kickstarter campaigns and the most successful campaigns with the subgenre of plays leading the number of successful campaigns. In the Music category, Rock music campaigns have been plentiful and fully funded whereas no world, faith-based, or jazz music campaigns have been a go. The year 2014 was the first year in which there were more failed or cancelled campaigns than successful ones. This trend continues through 2016.
2. The cost of supporting each campaign is not available nor is what the initial investment got the person. In addition, the generalized cost of the product that the investors are investing in might also be important. A $5 technology gadget has to sell a lot more items than a $50 technology gadget. How many investors are investing in each product. I would also like some information on what caused a cancelation
3. I was thinking the mean/median amounts spent from the Bonus spreadsheet in a scatterplot versus the percent success to see if the amount earned was dependent upon the success rate in order to look at the most appropriate goal to set. If we had the cost per investment we could also analyze that in relation to a proper goal to set.