**Unit 1 Homework: Kickstart My Chart**

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1. Kickstarter campaigns that don’t meet the project’s initial goal have either failed or have been canceled. I’ve noticed that the canceled projects didn’t have compelling story behind their ideas. The success of a campaign is also dependent on Kickstarters’ preference; you may have an idea that is worth selling, but Kickstarter might not necessarily like it.
2. Television, shorts, documentaries, plays and non-fiction published work appeal the most towards Kickstarter. Launched projects with contents from these sub-categories met their initial goal, and found success.
3. Successful projects tend to have lower funding goals, and higher number of backers then unsuccessful projects.

2. Limitations: The names of some of the variables were not very descriptive. It was hard to figure out the purpose of these variables, and how they are related to other variables in the dataset. A nice addition to the Kickstarter dataset would be a duration variable, which measures the duration of the project for each outcome. It would be interesting to see whether there’s a relationship between the success rate of the project and the duration of that project.

3. We could examine a histogram of the goal and pledged variables to determine the mean, median, minimum and maximum values for successful, failed, live, and canceled plans.