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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Theater especially plays are most campaigns to be posted on Kickstarter
   2. Kickstarter campaigns involving food trucks and restaurants either fail or are canceled.
   3. Most successful campaigns are created in May, June or July, with the most successful in July. Most failed campaign are created in January, February, and March with most failing in January.
2. What are some of the limitations of this dataset?
   1. The data is a small sample selection of the history of Kickstarter
   2. Little information on why campaigns were cancelled. Information about date the campaign was canceled would add value.
   3. Information on what type of incentives were offered to backers.
   4. Information about when donations where added. At the beginning or end of a campaign.
3. What are some other possible tables/graphs that we could create?
   1. Geographical map by outcome of campaign and country
   2. Column graph showing count of outcomes by whether or not the campaign was spotlighted
   3. Line graph showing length of campaign versus outcome.
   4. Column graph showing average donation versus outcome
   5. Line graph showing deadline and outcome