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HW1

Kickstarter Campaigns Analysis

**Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

1. Music campaigns had the highest chance of being successful unless they were jazz or faith-based music. The probability of success for world music was inconclusive as all campaigns included in this dataset were cancelled.
2. Campaigns started early in the year seem to have a higher chance of success.
3. Don’t try to fund your food truck on Kickstarter!

**What are some limitations of this dataset?**

The biggest limitation of this dataset, in my opinion, is that the goals and amounts pledged are all in different currencies. It may appear that a certain campaign has a very high goal compared to a similar campaign, but it could be that that campaign is in a different currency with a high exchange rate. The two campaign may be similar in their goals while appearing vastly different.

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

* A line graph expressing the relationship between a campaign’s goal and their average donation.
* A new column could be created called “Duration of campaign” by subtracting the Unix timestamp in the “launched at” column from the timestamp in the “deadline” column. This new duration data could be used to measure the likelihood of success for a campaign based on its duration.