Conclusions

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

Campaigns in categories of

Classic Music

Documentary

Hardware

Non-Fiction

Pop

Radio & Podcasts,

Shorts

Tabletop games

Television

Have a success rate of 100% based on the data set that is available. Where as

Animation

Children’s Books

Fiction

Gadgets

Jazz

Nature

People

Places

Restaurants

Have a success rate of 0.

Campaigns in the sub category of “Plays” had the largest number of campaigns submissions out of all sub categories, with Theatre representing the largest category of campaigns.

The most successful category with the greatest success to failure rate is “music”

Campaigns launch in July have the highest likely hood of failing or being cancelled whereas April appears to offer the best opportunity for a likely success. Both of these are based ont eh current data set and may be causes by outside factors not represented in the data set.

Limitations

2. What are some limitations of this dataset?

Other Analysis

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

Statistical Analysis

Statistical Analysis

\* Use your data to determine whether the mean or the median summarizes the data more meaningfully.

\* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?