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

Based off of the provided data, the three conclusions we can make is as follows:

* The parent-category “Theater” puts up the most Kickstarter campaigns and is the most successful by quantity.
* The sub-category “Plays” puts up the most Kickstarter campaigns and is also the most successful by quantity.
* The most successful month is in the month of May.

What are some of the limitations of this dataset?

The definition of “successful” to me seems to be the biggest limiting factor in terms of the data. When we speak of Kickstarter, successful simply means if a campaign was fully funded. Just because a campaign was fully funded does not necessarily mean that campaign did “well”. For example, several campaigns were fully funded despite the goal being $1. $1 is extremely obtainable.

Time is another limiting factor. When we look at the amount of time each campaign had. All campaigns had their own lifespan. Some campaigns were allotted 90 days where others lasted 1 day. Uncertain if the plans with 1 day were just bugs, but certainly affects the outcome of the charts.

Currency is another factor. We are looking at several different countries. If we made the dollar conversion to be more universal we could likely see a bigger impact in terms of the ratio of money to backers.

Spotlight bias. With spotlight/staff pick bias, some campaigns will get more exposure than others. This isn’t necessarily a great representation if Kickstarter has an agenda.

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

* Backer Count in retrospect to category
* Duration of campaign in retrospect to category
* Pledged per campaign in retrospect to category
* Spotlight vs No Spotlight.
* Staffpick vs No Staffpick
* Length of Blurb versus Success.
* Year vs # of backers