Week 1 Homework -StarterBook

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

-Over all, only 53% of the projects found successful. Especially, projects like music, theater and film & video ended up in success with more than 50% of the success rate. Among all the music projects, 77% of the projects ended in success. On the other hand, journalism and food projects did not found successful in most cases or all the cases.

-When its fund is over 100%, means has reached its goal, excepting a few projects, all the projects found successful. For the projects that were labeled “false” for staff pick and spotlight, they were 0% funded and ended up in cancellation or failing only accept some of the projects are still live. When the amount of goal is smaller, the more likely to be successful.

-We could say that almost every year the number of the projects increased. But the month in which launched the project does not matter.

1. What are some of the limitations of this dataset?

It is difficult to analyze and get organized information at a glance. Especially, to see the correlation of multiple elements is difficult.

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

We could create pie chart showing the successful projects depending on the category of the project. We could also look for the relation between terms (from launch date to deadline) and success rate, or the relation between county and success rate by using tables.