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HW1: Excel 1

1. What are the three conclusions we can make about Kickstarter campaigns given the provided data?
   1. There are more successful Kickstarter campaigns then failed/canceled.
   2. Theater and music projects have the highest success rates, especially plays and rock music.
   3. February through May have the more successful campaigns then December and January overall Parent Categories.
2. What are some of the limitations of this dataset?
   1. We can not measure the qualitative data of why one Kickstarter project may be better then another.
   2. There’s no data on the initial ‘fanbase’ that categories/sub-categories or campaigners bring in from their own platforms. (exs: )
   3. 
   4. 
3. What are some other possible tables/graphs that we could create?
   1. The average life span of a successful Kickstarter campaign. The average life span of a failed/cancelled Kickstarter campaign. Looking into in generally how long a Kickstarter must run to be successful? Identifying if those canceled gave up to soon.
   2. How much is pledged in percent of the goal depending on the time frame of the project?
   3. Comparing those of Kickstarter’s sub-categories with mixed failed and successful campaigns and look at the differences between the goals they are aiming for.
   4. The correlation between successful Kickstarters and staff picks.
   5. If there were more successful projects verses money pledges from 2009 to 2015 overtime.