Homework #1

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

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| * Campaigns launched in the first half of the year have a higher chance of being successful and being completed than those launched in the second half of the year. * Campaigns in the United States that launched with Music, Theater and Film& Video account for 65% of the total campaigns but account for 77% of the successful campaigns. They are the only categories that have a better chance of being successful versus failing or being cancelled. * All other category campaigns in the United States have a better chance of failing or being cancelled than being successful   What are some limitations of this data set?   * Does not provide any data on the durations of the campaign * We don’t know how much each contribution was.   Other possible Tables or Graphs we could create   * Successful Projects/ Total Projects * Failed and Cancelled Projects/Total Project |
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* Campaign that launched with Music and Film& Video account for 30% of the total campaigns but account for 45% of the successful campaigns. There is a significantly better success rate running these campaigns vs all other campaigns.
* Campaigns that are launched in the beginning of the year have a significantly better chance of successfully completing
* Campaign that launched with Music and Film& Video account for 30% of the total campaigns but account for 45% of the successful campaigns. There is a significantly better success rate