**Kickstart My Chart Analysis Questions**

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**09-13-2020**

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

One of the first conclusions made was that the theatre arts held the most popular categories and subcategories, with theatre, music, plays, film and video having the most successful chances with Kickstarter campaigns over all the other categories and subcategories. Another conclusion made was the successful campaigns consistently had goals of less than $5,000. Campaign goals over $5,000 had a smaller chance of success, seeing an increase of failures when greater than $5,000. The third conclusion would be that the successful Kickstarter campaigns had a much higher count of backers compared to the failed campaigns. It is possible that a high count of backers could increase a campaigns chances for success.

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

One limitation could be related to possible fanbases that would make certain categories and subcategories more popular, hence, more successful as a Kickstarter campaign. Another limitation could be the different timeframe lengths and goals needed for each campaign. It’s possible that shorter campaigns with smaller goals compared to longer running campaigns with higher goals could show a relative difference in success and failure.

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

Box and Whisker plots and Histograms could also be used to accurately display the frequency distribution, while also exhibiting any outliers. Using both of these would display the skewness of single or multiple aspects of the data for easier comparisons.

**Bonus Statistical Analysis**

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

The mean would summarize the data more meaningfully because the mean is the average, giving a more accurate representation of the whole. The median only states the middlemost number of the data set.

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

Referring back to some of the data limitations, there is more variability with the unsuccessful campaigns because of the backer counts and goals associated with failed campaigns, the possible fanbase discrepancies of each category and subcategory, and the campaign timeframes. There is a lot of variability that can affect the failure of a campaign opposed to the accurate conclusions on why successful campaigns have an easier time.