**HOME WORK WEEK 1:**

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

The conclusions that we can make about Kickstarter campaigns is as follow:

1. The Top three categories that has the most success rate is:
   1. Theater
   2. Music
   3. Film & Video
2. The Plays sub-category has the highest success rate under the Theater category
3. Kickstarter witnessed the highest successful rate in 2015

**What are some of the limitations of this dataset?**

Here are some the dataset limitations:

* The city and state of the project backers
* The city and state of the project owner
* How much of the Pledged money were spent on the project

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

* A table/graphs to display which country used Kickstarter the most
* A table/graphs to display which category got the most Staff Pick
* A table/graphs to display which category got the most Spot light
* A table/graphs to display the top 10 projects that got the most funding