Homework 1: Kickstarter Campaign

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

* The 53.8% of the projects are successful, 37.6% fail and 8.6% are canceled. The successful rate is higher in the 2nd quarter of each year for all successful projects reaching almost a 30% if successful rate (considering only the successful projects)
* The highest number of successful projects are in the category of Theater, with the 38.4% of the total successful projects (considering count, not amount)
* Inside the theater category the Plays represent the highest successful projects with a 31.8% of successful rate (considering count, not amount)

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

* Information about the evolution of the successful projects
* Revenues or IRR of the successful projects
* Number of years or continuity of the successful projects

1. What are some other possible tables/graphs that we could create?
   * We could create a regression analysis and dispersion chart to see the average amount raised by each category
   * The geographical location of each project based (assuming the HQ is based in the country mentioned) and average or a dispersion chart to see the trends