Homework #1

1.-what are three conclusions we can draw about Kickstarter campaigns?

1. That theater and Film & Video industry are the more propense to have positive numbers in the market.
2. That music industry has a 100% successful rate, even though the industry is small.
3. That if you invest on play you’ll probably succeed as a business man.

2.- What are some limitations of this dataset?

* Probably the lack of tangible information for better analysis, also the timeline observations are in a reduced space of time, also using different currencies make the analysis more complex

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

1. Circular charts.
2. Scatter Analysis
3. Radial
4. histogram