**Homework 1.1 (Excel) Report**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The theater category is most commonly used of all the categories on kickstarter
   2. Projects with a lower funding goal usually have a higher success rate
   3. Campaigns need at least 194 backers to be successful on average
2. What are some limitations of this dataset?
   1. The dataset is only a sample of all the campaigns that have been run on kickstarter
   2. The dataset ends in 2017 so it is not the most up to date information
3. What are some other possible tables and/or graphs that we could create?
   1. Percentage of success to failed campaigns based on category
   2. Success/fail rate based on time between campaign creation and deadline
   3. Success/fail rate based on category per country