HOMEWORK 1:

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The majority of successful Kickstarter campaigns fall under the Theater category
   2. In the span of 2009-2017, there were more consecutive successful campaigns launched than failed, cancelled, and live campaigns
2. What are some of the limitations of this dataset?
   1. The currency used in the raw data is in USD, AUD, NZD, GBP etc. We are assuming all of the data was converted to USD, but we aren’t 100% sure when or how the conversion happened.
   2. Another limitation could be the use of sub-categories. Breaking the data apart too much could make it harder to see more general trends and patterns
3. What are some other possible tables/graphs that we could create?
   1. I think a graph showing how the Kickstarter campaigns did year to year instead of months across all the years, would give us a clearer comparison and we can see which years were more successful