Homework 1 Report  
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Report Questions:

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The most successful project categories are Photography, Film & Video, Theater and Music.
   2. The Sub-Categories of Kickstarter projects that have never failed are: Classical Music, Documentary, Electronic Music, Hardware, Metal, Non-fiction, Pop, Radio & Podcasts, Rock, Shorts, Tabletop Games and Television.
   3. Most Kickstarter projects succeed around May and June.
2. What are some limitations of this dataset?
   1. We know nothing about the backers. If we maybe had information about gender and age group, we could piece together another type of analysis.
   2. We do not know if the projects had marketing campaigns. That could be the difference between success and failure.
3. What are some other possible tables and/or graphs that we could create?
   1. Divide the projects up by country. There could be countries where certain projects are more likely to succeed.
   2. See if there is correlation between the “State” of a project and how many days passed between the creation and the end of a Kickstarter Project.