Homework 1

1. Three conclusions about the Kickstarter campaign
   1. The theater category had the highest amount of outcomes, but it also included the highest quantity of successful campaigns. However, due to the high number they also suffered a high amount of canceled campaigns.
   2. The technology category suffered the most canceled campaigns. There could be a decent amount of trial and error with this category, which concludes that it is an evolving process.
   3. The spring months (March-May) see an upward trend of successful campaigns, but it noticeably dips from the summer until the end of the year.
2. There are a few limitations, which should be mentioned. The first is the representation of the sample. The campaign only focused on their own outcomes, but they could decide to add other projects to their data set to get a diverse opinion. Another limitation of this data set could involve missing values or other factors. For example, there were many variables that allowed for the campaign to be interpreted. However, there could be more data that adds further insight into decision making.
3. Another graph that could be created is a line graph comparing the goal vs the amount pledged. This will provide a visual that could lead to better transparency.