**HW 1 Excel Questions**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * Theater is the most in demand category.
   * Most project are successful during May.
   * Projects that cost 1000 or less have a very high success rate.
2. What are some of the limitations of this dataset?
   * The reason why it failed.
   * Rewards the kickstarter was offering for donating a certain amount of money.
   * Marketing efforts of the initiator/organization.
3. What are some other possible tables/graphs that we could create?
   * Could add a table that shows which is most likely to be a successful category or sub-category to create a kickstarter for.
   * Which project gets funded the fastest based on its created date.
   * How many participants per type or state of project.