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**Homework 1**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. Theatre was the category with the most Kickstarter campaigns, with over half of them being successful.
3. Plays was the biggest driver of the theatre category, with 1066 total campaigns versus musical (140) or spaces (187).
4. Overall, there were more successful campaigns rather than failed.
5. What are some of the limitations of this dataset?
6. One limitation is the currency, it’s not reflective of the amount donated, as currency value ranges across countries.
7. What are some other possible tables/graphs that we could create?
8. Show backers by country, it could indicate what projects are based in which country
9. Show the percentage between pledged and goal and dive into it more to see how much a campaign fell short by.
10. Graphs based on percent funded could be used as a relative measure of success.