HW1 report:

Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Successful project decreased sharply towards the end of the year, especially from November to December. Frist conclusion would be start Kickstarter project at first half of the year and try to avoid start it November or December.

* Plays has the most failed project and successful project amount but it is a competitive filed to start the project. Second conclusion would be to choose less competitive filed to with high successful rate, classical music, hardware etc.
* Journalism has very few projects and no successful project while music has a relatively high success rate, to increase the chance of a journalism project to got selected would be to incorporate other higher success rate project category factors.

What are some limitations of this dataset?

It doesn’t have project starter experience level included. if same person/group has successfully started one project, it could be easier to start another one. The experience level could be one variable determine whether the project succeed.

Location by city could impact success rate but not included.

What are some other possible tables and/or graphs that we could create?

Success trend by categories and sub categories.