**HW 1(Kickstarter Campaign Analysis)**

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

Under the main categories The Entertainment sector especially Music and Film & Video were the most successful in raising money on the Kickstarter campaign platform. The Food sector was the least successful and Journalism were all cancelled, so they did not even kick off. (Outlier)

Under subcategories the plays were the most successful thus accounting for the aggregated success in the parent category of Film & Video. Animation had a 100% failure rate (Outlier)

The summer months May and June is the most successful time of year when compared to other months.

1. What are some limitations of this dataset?

The dataset does not have a review column or reasons why each backer was willing to invest in the businesses they invested in; this would help future businesses that go on the platform to know what to improve on.

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

We could do correlation and regressions to see what two business categories are inter-dependent and determine what are the dependent and independent variables in the Kickstarter campaign. The one’s that were successful maybe because of the time of year or maybe more advertisement than others. We would need more information to establish proper trends

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