**Homework 1**

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

* Even when in absolute terms historically there’s been a larger number of theatre-related successful projects, music projects are the ones that have shown the largest success rate. On the other hand, journalism and food projects have been the ones with the lowest success rate.
* Within the music category, rock projects have been the most popular ones. And within the theater category, plays are the projects that have shown the greatest success.
* During May the number of successful projects has been higher. And this number drops during the second half of the year.

1. **What are some limitations of this dataset?**

Success of a project may depend mostly on how project was promoted (e.g., quality of video uploaded), and there’s no way to know this from the data.

This success may also depend on the types of rewards offered by creators, which also can’t be found in the dataset.

In general, this dataset offers a very general description of the projects based on their past success but I don’t think that the variables included are helpful for someone who wants to know the characteristics that can make her project to be successful.

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

* Table: count of projects by status and country. Graph: proportion of projects by status per country
* Table: count of projects by category and year. Graph: proportion of each category of projects by year.
* Table and Graph: average percent funded by category.
* Table: average number of backers per project by category and country. Graph1: average number of backers per project by category. Graph 2: average number of backers per project per year.