**Unit 1 | Assignment - KickStart My Chart**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* Across all categories, food campaigns had the lowest average success rate, while music had the highest success rate. This trend can also be observed across the music sub-categories, as evidenced by the fact that 5/9 music sub-categories achieved a 100% success rate.
* The data shows that Plays are the most common sub-category, representing over 25% of all campaigns.
* The data suggests that December has the lowest average success rate, while May appears to have the highest success rate.

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

The dataset, although large, may not cover all Kickstarter campaigns between 2009 and 2017. We are only analyzing 4,000 campaigns, which may or may not be representative of all activity on this platform. We do not know enough about how the dataset was collected to determine any possible bias in the data. The fact that 74% of the campaigns occur in the U.S. may skew the results, but this may be representative of the popularity of the platform.

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

It would be interesting to examine the success rate across different categories per country or currency despite the apparent geographical bias.

I would also be interesting to examine success rates in the U.S. throughout the years.