Homework 1

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TH section

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

1. Theater category Kickstarter projects are far and away the most frequently occurring, and are fairly successful.
   1. Music, Technology and Film & Video category projects are in the next tier of frequency
2. Based on percentages, Music related projects have the greatest chance of success
3. Projects created in the early summer have a high rate of success

What are some of the limitations of this dataset?

* The data tells you about the funding metrics within Kickstarter but not much about the actual cost figures about the project itself.

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

* Successful projects for each category for each month, breaking it down one step further