**Homework 01-Excel**

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

* Music campaigns have the highest success percentage.
* Food campaigns have the lowest success percentage.
* April-May is the best time to launch a campaign.

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

* How was the campaign advertised?
* What did the demand for the project look like? For example, video game sequels that people have been asking for.

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

* Success to failure ratio
* Length of campaign against success rate
* Goal amount against success rate