Homework 1 Report:

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. There are more Kickstarter campaigns created for Theater projects.
   2. Kickstarter campaigns dedicated to Theater/Plays Category/Subcategory are most successful. If you need funding for a play, Kickstarter is probably a good place to get funding.
   3. The least generated Kickstarter campaigns are for Journalism projects and they all get cancelled. Projects associated to this category are probably not a good project for a Kickstarter campaign.
2. What are some limitations of this dataset?
   1. The creation dates for the campaigns are really varied. Having Kickstarter campaigns that have the same start and end time frames will be a better data set to gauge which category of campaigns are best.
   2. The addition of the live campaigns skews the overall total counts, and since they are live, we don’t know what the final state of the campaign.
   3. Also, we don’t know if there were incentives provided for backers of the campaign. This may have caused more people to give to a campaign versus others.
3. What are some other possible tables and/or graphs that we could create?
   1. A table or graph by country to see if Kickstarter campaigns do better in specific countries.
   2. A graph or table analyzing the timing of the Kickstarter campaigns to see if timing plays a part in how successful/unsuccessful a Kickstarter campaign can be.