**Unit 1: Assignment**

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

* Food, Music & Theater are still into the business and generating funding’s
* Plays doing the best at rate of approx. 2.5 to mean of all sub-category

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

* This dataset does not provide project by location.
* Data gives unreasonable success/failure
* It is difficult to predict if live projects will succeed - or not

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

* Revenue generated per category (Graph4)
* Revenue generated per year (Graph 5)
* Projects Cancelled per Year per category (Graph 6)