Report for HW #2

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

1. The Category of Theatre had the best Success rate.
2. The Sub-Category of Play not only in Theatre but over all had the best Success.
3. Statistically speaking over all those years, the Months of May-June was the best time for success

What are some of the limitations of this dataset?

It is hard to be specific about one event compared to others.

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

1. Goal vs. Pledged money for Categories (Sub Categories)
2. Year vs. Pledged money for Categories (Sun Categories)
3. Country or Currency vs. Pledged money
4. Backer’s count vs. Categories (Sub Categories)

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