**Background**

Over $2 billion has been raised using the massively successful crowdfunding service, Kickstarter, but not every project has found success. Of the more than 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome.

Getting funded on Kickstarter requires meeting or exceeding the project's initial goal, so many organizations spend months looking through past projects in an attempt to discover some trick for finding success. For this week's homework, you will organize and analyze a database of 4,000 past projects in order to uncover any hidden trends.

**Analysis**

1. *Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?*
   1. Rock music has the best success-to-fail ratio.
   2. Projects tend to be more successful in mid-Spring than early-Winter.
   3. Projects with less than or equal to $1,000 have a higher success rate than more expensive projects.
2. *What are some limitations of this dataset?*
   1. Most of the data points have very little correlation, so it will not be that useful for predictive analytics. We can certainly draw assumptions, but with out a solid correlation it would be challenging to forecast with confidence.
3. *What are some other possible tables and/or graphs that we could create?*
   1. We can look at how Staff Picks influence the projects’ success rate. Based on the data projects are more successful if they are “Staff Picks”.
   2. We can also look at what types of currencies are being used to fund these projects. Could shed some light on which markets to focus on. Outside of the US, Great Britain and Europe have the most backers.