HW1

1. Conclusions:
2. The number of successful campaigns is highest in the parent-category of theater, and lowest in journalism;

But successful rate is highest in the category of music, and lowest in journalism of which the successful rate is 0 ;

For the campaigns related to music, theater and film&video, more than half of them succeeded.

1. The number of successful campaigns is highest in the sub-category of plays, and the number of failed campaigns is also highest in the sub-category of plays.

In film&video, campaigns of documentary, shorts, television are 100% successful;

In food, campaigns of small batch have the highest successful rate, campaigns of resturants failed 100%;

In games, only tabletop games succeeded, with a 100% successful rate;

All the campaigns of journalism are canceled;

In music, campaigns of rock, pop, metal, classical music and electronic music are 100% successful;

In photography, only some campaigns of photobooks succeeded, others failed;

In publishing, campaigns of nonfiction and radio&podcasts succeeded 100%, others are all failed or canceled;

In technology, campaigns of hardware succeeded 100%, some campaigns of makerspaces, space exploration and wearables are successful; all the campaigns of gadgets failed;

In theater, campaigns of plays have the highest successful rate.

1. Successful rate is higher than the failed rate except in December, and is much more higher than the canceled rate all the time.
2. Limitations of the datasets: the dataset might not be 100% complete, for example, project sizes, creators etc.
3. What are some other possible tables and/or graphs that we could create?

Distribution of campaigns by location, success rates depending on the category, the relationship between goal and the pledged amount of money, success rates over time etc.