**Homework 1 Questions**

**Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

1/ Theater productions are the most common type of Kickstarter campaigns, with the majority of those being plays.

2/ December is the least popular month to create a Kickstarter campaign.

3/ Generally speaking, the higher the fundraising goal, the lower the chance of success.

**What are some limitations of this dataset?**

This does not appear to be a complete dataset. The instructions mention only 1/3 of Kickstarter campaigns are funded, but the success rate in this dataset is over 50%. The dataset also stops with projects created in March 2017, so we’re missing data on projects submitted in the last 2.5 years.

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

I would be interested in knowing:

1/ success rate by number of backers (does more backers = higher success)

2/ success rate by average donation (does a higher donation = higher success)

3/ annual success rate (is the platform having more success this year than five years ago)