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Homework 1 Responses

1. Conclusions we can make about Kickstarter campaigns given the provided data
   1. From the sample set, it appears that theater and music projects are the most successful and popular projects on Kickstarter.
   2. The most successful projects are those that have goals of less than $1,000 of funding, returning success rates at 71.1%.
   3. As the projects increase in goal size, the percentage failed and canceled rates rise as well.
2. Some limitations of the dataset include other factors that may have an impact on success rates such as information about the person who is starting the company. Perhaps people with a PHD may have higher project success rates than those with only a high school diploma.
3. I think a very interesting graph would be a bar chart that shows success rates per country, because we are given the country of origin in our raw data and it could be interesting to see if some countries have higher rates of success in Kickstarter campaigns than others.