**Faulhaber GW ARL Nov 18 Homework One 11.28.2018**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Successful/Live campaigns had lower average and median goals than canceled/failed campaigns
   2. Theater, music, film seemed to be more successful than other categories such as food
   3. Technology had a high drop-out rate compared to the other categories
   4. Everyone loves rock and documentaries – how about rock-umentaries!? Also, no one cares about your food truck ;)
2. What are some of the limitations of this dataset?
   1. Potentially many other variables that influence success – gender, age, precise location of founder; reason for cancellation; feedback from/ data about sponsors
   2. Only a subset of the 300,000 projects
3. What are some other possible tables/graphs that we could create?
   1. Other potential linkages between variables that correlate with success or failure such as: location, words/phrases in blurbs, “staff pick” or “spotlight”
   2. Have there been changes in popular categories or sub-categories over time?