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**Homework 1:**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The category that had the highest percentage of successful and current campaigns (compared to failed and cancelled) was theater, followed by music and then film & video. Taking all countries in aggregate, it seems that theater-related campaigns are most successful.
   2. In terms of campaign backers, the technology category had the highest number of backers, more than three times the next category of campaigns with the highest number of backers (theater) (see Sheet 2, third pivot table). It seems that the most popular campaigns are those involving technology.
   3. Kickstarter campaigns vary immensely by country, with the US making up a majority of these Kickstarter campaigns (n=3038) followed by Great Britain (n=604) and Canada (n=146) (see Sheet 2, second pivot table). This warrants breaking down the data by similar countries in order to make more accurate conclusions about the data.
2. What are some limitations of this dataset?
   1. The data has limited information on live or current campaigns across the years.
   2. The data is also limited depending on the country, and this makes comparisons across countries harder to analyze.
   3. It might be helpful to divide backers into organizations and individuals, to get a better idea of who contribute most to successful campaigns.
3. What are some other possible tables and/or graphs that we could create?
   1. It would be helpful to see trends of successful campaigns plotted against an axis of years in chronological order (in addition to what was asked in the homework assignment, plotted against an axis of months). This would help us observe yearly trends.
   2. It would also be interesting to plot changes in the three most popular categories for the countries with the most campaigns.