**Assignment 1**

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Campaigns begun in May are have the highest count and it appears likelihood of success
   2. Campaigns begun in the first half of the year appear more likely to be successful
   3. Percentage likelihood of success declined in 2013 and only recently ticked up
2. What are some of the limitations of this dataset?

They do not provide details about the strength of the team (experience, first project, etc.)

1. What are some other possible tables/graphs that we could create?

There are many possible visualizations, but a few might be percentage likelihood of success by month/quarter/category. If we had more data we could try to find factors that increased likelihood of success as referenced earlier.