Homework #1

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* More than 53% of campaigns successfully met their funding goal.
* More than 73% of campaigns were from the US with a 40% success rate
* The “Theater” category and “Plays” Sub-Category had the highest success rate (13%) of all campaigns

1. What are some of the limitations of this dataset?

* The data set only tells us if the campaign achieved the funding goal but it does not tell us if the campaign resulted in a success or not.
* The data set is in country currency which results in different valuation and the inability to compare accurately. I.E EUR and USD cannot be compared as the currency valuation is not equal.

1. What are some other possible tables/graphs that we could create?
   * Success by country using %’s or $’s
   * Success by category/subcategory using %’s or $’s
   * By calculation he numbers of days the campaign is open you can