**Discussion on HW1>**

1. 3 conclusions :
2. Based on the category, the absolute size of the project application included definitely the theater projects most (1393 cases out of 4114), and then music (700/4114), technology (600/4114), and film&video (520/4114) of order. The journalism projects application was the least (24/4114).

When we look at the stacked bar chart, we can see the success rate was definitely highest in music project (over 75%). The thearter , film&video showed next highest success rate (around 60%), and then photography (around 50%), meanwhile technology , publishing, games showed low success rate of approximately 30% with the lowest success rate of journalism (0%).

1. Based on the Sub-category, the absolute size of the project application included the plays (1066/4114) definitely most, and then rocks (260/4114), documentary (180/4114).

When we look at the success rate of the projects, 100% of success rate was seen in rock, documentary, hardware, tabletop games, TV, pop, electronic music, nonfiction. The plays project also shows high success rate of (~65%) implying that dominant amount of projects relating the plays are applied and actually shows an excellent success rate. Meanwhile, artbooks, audio, science fiction, world music, web, video games, mobile games, jazz seem to be the avoided topic to be supported comparatively.

1. Based on the created months, the overall cancelled rated is consistent throughout the year. However, comparatively the fewest projects are applied in December, and the larger amount of application comes in in the summer (May, June and July). Feb, Apr,and May seem to be the best season to be successful with the projects. December seems to be the worst month to apply.
2. Some limitations of this dataset: it misses some information on detail location such as the city/rural environment or states of USA, which, I think, will make a big impact on not only the success rate but also project areas of popular interest.
3. Other possible tables/graphs we could create:
4. Success rate (or count) over campaign duration
5. Success rate(or count) over goal amount(level)
6. Success rate (or count) over country(Location)
7. Success rate (or count) over average\_donation
8. Success rate (or count) over backer count, etc.