# Homework #1 Report

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

* There are by far more theater projects any other categories.
* Projects are more likely to be successfully funded than not (over half of the projects are funded).

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

Other variables that could’ve factored into the success or the failure of some campaigns is not presented for its consideration such as money invested in Marketing or the characteristics of the product offered (Usefulness/Uselessness, Innovative, etc.)

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

We could look into the amount pledged by category. How the amount pledged has evolved over the years. What category has the most amount of money pledged (technology).