Homework #1

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Theater, film & video, and music are the top three parent categories most likely to be successful
   2. Photography, games, and food are most likely to fail with the exception of sub-categories photobooks, tabletop games, and small batch foods.
   3. The relation between attempts and success is linear
2. What are some of the limitations of this dataset?
   1. Doesn’t reveal product page
   2. Doesn’t show advertising/promotion strategy
3. What are some other possible tables/graphs that we could create?
   1. Data table on the percentage of failures/successes
   2. Graphs comparing goal amount and success
   3. Graphs comparing timeline for goal and success
   4. Graphs comparing success and attempt relations