**HW\_1\_Crowdfunding**

1. Given the provided data, we can conclude at least three things from the data. The first is that many theater Kickstarters were created, and a majority of theater Kickstarters were successful in reaching their goals. Specifically, most of the theater Kickstarters involved theatrical plays. Secondly, there were 12 Kickstarters in Mexico, and not a single one of them was successful in that country. Lastly, it seems like 10 was the key number of backers. Approximately 90% of the Kickstarters that had less than 10 backers were not successful in reaching their goals.
2. There are a limitations of this dataset as with all datasets. Specifically, the dataset does not tell us how much advertising was done for each of the Kickstarters. This is significant because more advertising and publicity might garner more backers and more pledged money. In addition, I would assume that this is only a sample of the Kickstarters, and not the entire population of Kickstarters created. This could make this a nonrepresentative sample.
3. In this analysis, we created two types of graphs (line chart and bar chart). We could have looked at other pieces of data in graphs (such as number of backers and average donation). For the number of backers, we can make a boxplot to see if there were any Kickstarters that had an abnormally large amount of backers, and investigate why they had so many backers.