HW1: Raghu Pucha

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

**Theater followed by Music categories** are more successful compared to other categories.

Interestingly, **Plays sub-category** had most failures and most successful counts among all sub-categories

**Technology Category** experienced maximum percentage of either failed or cancelled projects

1. What are some limitations of this dataset?

The funding goal set by these projects ranges from $1 to $100000000. Therefore the criteria for successful project based on ‘Percent funded ‘ could be misleading.

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

Plots with focus on number of backers for each project category and sub-category would be more useful in identifying the projects getting more attention from people and attracting more funding.