**HW1: Report**

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

The three conclusions that we can draw from our analysis of Kickstarter campaigns database are as follows.

1. Theater, music, technology, film & video are the four main categories of projects.
2. If we do not consider the projects which are still live, then the success rate is 53.67%.
3. April-June is the time period for which there is significantly higher success rate for any given project.
4. **What are some limitations of this dataset?**

Of the more than 300,000 projects launched on Kickstarter, only a third have made it through the funding process with a positive outcome. However, in this dataset of 4064 finished projects, the success rate is 53.67%. So, this dataset is not representative of overall trend. As a result, we should interpret our results with more caution.

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

We could how see the success rate varies with respect to “goal” for any project. It should be the case that the lower the “goal”, the higher the chance of a project to be successful. Also, we could see how the number of backers varied across different categories.