HW #1

1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. A large proportion of campaigns are in categories related to theater/film. This may suggest that these projects are commonly funded in this manner (crowd funded)
   2. “Plays” is the subcategory with the highest number of campaigns and the highest number of successes. This may suggest there are many people who want to see plays produced.
   3. When averaged the percent funded of the “Games” and “Technology” categories are much higher than any other categories. This may suggest great enthusiasm by the backers of these projects.
2. What are some of the limitations of this dataset?
   1. Without additional manipulation, it’s hard to tell how big each project’s goal is so its hard to say if successes are significant (for example there is a project with a $1 goal).
3. What are some other possible tables/graphs that we could create?
   1. If we wanted to focus on a certain outcome (success, fail, etc.) we could just look at that category in a pie chart to see how much of each category. This could be helpful in determining what kind of campaigns are successful/unsuccessful.