* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + The most campaigns are coming out of the US.
  + The most popular categories are Theater with a tie for second place with film/video and music.
  + There are big spikes in Jun/Jul for successful campaigns and drops for failed. August has a big spike of failed and a drop of successful.
  + The higher the goal the lower the rate of success.
* What are some limitations of this dataset?
  + This is only 1000 projects. I’m not sure how this was collected and what filtering was done before it got to me.
  + There are a few different crowdfunding sites, I would want to sort by the websites to see any trends from the specific websites themselves.
  + Success in this situation means that a certain dollar amount was reached. It would be possible to have an extremely low goal and be deemed a successful campaign.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + I would want to know about the success as relative to their initial goal. Basically, I want to know if there is a certain dollar amount where my goal should be for it to be successful. Is there too low of a goal or too high of a goal? Then I would want to separate that by the category of the campaign. An example would be perhaps theater campaigns do better with lower goals vs technology campaigns do better with higher goals.
* Use your data to determine whether the mean or the median better summarizes the data.
  + The data does not seem to be normally distributed and has extreme outliers so the median is going to represent the data better.
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
  + There is more variability with the successful campaign than with the failed ones. The stdev for failed is 961 vs 1267 for the successful campaigns. I think the one direct correlation is that there will be less variability with failed campaigns in terms of backers because the more backer the more likely it’ll be successful. Campaigns are able to be successful with few or many backers, failed campaigns would find it hard to have many backers and still fail, therefor it limits the variability.