1. 3 conclusions:
   1. Given the data provided at category level the success rate (about 53%) is higher than failure rate ( 37%). Music projects have higher success rate than any other industry. Food industry has more failed projects than successful projects.
   2. At sub-category level we can say the plays are more popular and hardware, rock and documentary have almost 100% success rate.
   3. If we look at the date, in the beginning of the year, we can see more successful projects than failed ones.
2. What are some limitations of this dataset?
   1. The data is mostly from US. Not from other countries. And also since this is sample size not sure whether the dataset is big enough for all the categories/sub categories.
3. What are some other possible tables and/or graphs that we could create?
   1. We could create graph on duration of projects and whether that made the projects successful or not.
   2. And also we can have data/charts on detailed location rather than just countries.

Bonus Analysis:

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.
   1. The numbers may be right. But with the difference between min and max these values do mot make more sense.
2. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
   1. There is more variability in successful campaigns because there are data points that spread all over and std deviation is higher on this.
   2. Less variability in failed ones because std deviation is less and the variance is also less.