**Kickstarter campaign analysis**

1. Based on the provided data, we can conclude that:

a-Theater projects have higher success rate compared to games that have the lowest.

b-Documentary projects have higher success rate compared to animation with the lowest

c-Projects created in May have higher success rate compared to the ones in December with the lowest.

1. We can encounter limitations such as:
2. The timeline: the data only shows projects that were created from 2009-2017. Not having recent years data can skew our assumption since it does take into consideration recent factors that can affect how successful rate of a project.
3. The data only has information about certain countries and can be used as a universal standard.
4. It does not have a standard currency.
5. We could have created a clustered bar graph

**Bonus Statistical Analysis**

1. The mean summarizes the data more meaningfully.
2. Since successful campaigns standard deviation is high, we can conclude that there is more variability in successful campaigns because it shows how spread out the numbers are.