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

After analyzing the data, I have found that the majority of the successfully campaigns set a lower goal. The campaigns that had higher goals also had a highest percentage of being cancelled. Theater campaigns had the most successful and failed campaigns. This could be due to theater having the highest campaigns, so it would make sense that theater has the highest in both categories

What are some limitations of this dataset?

There is not data given on how each campaign was shared. If we had which platform each campaign was shared on, this could expand our knowledge about why the campaigns were either a success or failure.

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

Another graph that would be helpful is a line graph comparing the relationship between the campaign category and its chance at success, failure, or cancellation. This would clearly show the observer which category of the campaigns are most successful.

Use your data to determine whether the mean or the median summarizes the data more meaningfully.

The mean summarizes the data more meaningfully.

Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

The successful campaigns have the most variability. This makes sense because it had more data to compare.