1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. More successful campaigns were launched than failed and canceled campaigns
3. Theater performed the best with plays out performing the other subcategories in the theaters.
4. The most successful campaigns were around the entertainment industries, theater, music and film and video.
5. Most successful campaigns were started in May
6. What are some limitations of this dataset?
7. Broad range of parent categories
8. Number of years the data set represents
9. What are some other possible tables and/or graphs that we could create?
10. Goals vs Pledges given along with the average donation
11. Campaigns in various countries by successful, failed, or canceled, or is currently live

Bonus Statistical Analysis

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully
2. I believe the median closely summarizes the data, as the standard deviation is large.
3. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
4. The successful campaigns had more backers when goals were below $15,000. In addition, there were more projects in this goal range. It appears that backers were more comfortable supporting lower goal campaigns.