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

There are many conclusions we can draw about Kickstarter campaigns, given this data. I found it particularly helpful to filter the sub-categories by their parent categories to get a better understanding of the success rate of each campaign. With this method I discovered:

* 1. Food truck campaigns have had a 0% success rate on Kickstarter.
  2. Rock music campaigns have had a 100% success rate on Kickstarter.
  3. Jazz music campaigns have been 7 times more likely to succeed than to fail on Kickstarter.

1. What are some limitations of this dataset?

Limitations are certainly present in our dataset; we need to be aware of this when presenting our findings. The main limitation of our data is sample size. The more data I have, the more comfortable I feel about my conclusions. Past sample size, reliability of the data, poorly reported data, and many more limitations should be considered.

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

Different tables and graphs that could be created from this dataset can provide additional insight. I have a hypothesis that the better your campaign is funded, the better it would do. I could create a pivot table to compare the success rate of each campaign in relationship to their funding. I would also be curious to see if there were better years to start campaigns on Kickstarter than others. I could create a graph to see the success rate of the campaigns by year.

Bonus Statistical Analysis:

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

The mean summarizes the data for number of backers more meaningfully.

1. 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 successful campaigns. This makes sense as unsuccessful campaigns will likely stay with a low number of backers. Successful campaigns can be grown through either many or few backers.