1. 3 conclusions
   1. People are more likely to back campaigns in the technology category
   2. The most successful campaigns are started in the months of May and June
   3. Music campaigns have the highest percentage of success per category
2. Limitations
   1. This data set shows less than 1% of the total Kickstarter campaigns started
3. Other Graphs
   1. Graphs showing which the state of each category each month
   2. A graph shows percentage of goals met per sub category

Bonus Stat Analysis;

The median more accurately describes the data. Outliers skew the mean data.

Successful campaigns have a higher variation of backers. This makes sense because successful campaigns are guaranteed to have at least 1 backer but also have to ability to attract thousands. Unsuccessful campaigns are often unsuccessful because they have little to no interest and over 20% don’t receive any backers at all.