1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Of the entire data set provided (4114 total campaigns), a little over 50% of the campaigns were successfully funded. So, you could say that new Kickstarter campaigns have a good chance at being successfully funded.
   * The lower the goal, the higher the chances are to successfully fund the campaign.
   * Almost half (46%) of all campaigns will either fail or be canceled.
2. What are some limitations of this dataset?
   * Even thought this data set is large, it covers a span of 9 years, which to me is not that large if you are going to cover 9 years.
3. What are some other possible tables and/or graphs that we could create?
   * We could also create a pivot table showing the successful percentage rate and how it possibly differs depending on the time of year the campaigns run.

Bonus:

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

* I believe the mean summarizes the data more meaningfully. About 10% of the data are campaigns with ‘0’ as the total backer count, which I think can skew the result.

 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 than there are with unsuccessful ones. This makes sense as unsuccessful campaigns will include ‘0’ for a value as well as numbers close to 0.