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

* Theatre campaigns are the most common when comparing all given countries together. Moreover, they also account for the highest rate of successful campaigns.
* In particular, campaigns regarding plays had the greatest success compared to all other campaigns.
* The use of Kickstarter is on an upward trend with the greatest jump in new projects occurring between 2014 and 2015. There was a decline between 2016 and 2017 but the crowdfunding service is generally still in demand.

1. What are some limitations of this dataset?

* Projects from US account for more than half of the data (3038 out of 4114), this skews the data towards the US population and reduces the effectiveness of using this data to gain actionable insights for the other countries.
* For the Bonus section, I assumed unsuccessful projects to be failed campaigns

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

* Pie Chart
* Bar Graph

**Bonus Statistical Analysis**

* Use your data to determine whether the mean or the median summarises the data more meaningfully.
  + Mean
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
* Successful, yes this makes sense due to high complexities of the successful campaigns.