* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?

1.Theater has the majority of kickstarters making an increase from May to July. If Theater is removed from this chart January will lead in number of kickstarters.

2.It shows that music is the most successful parent category but it has the lowest funding goal.

3.There has been an increase of kickstarters campaigns with the pass of the years.

* What are some limitations of this dataset?
  1. This data is limited to the late 2000’s. Also we only have 1,000 sample projects to analyze.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

1.Other possible tools that can be used will be:

Graphs for the metrics of the most popular category

Tables to compare successful vs unsuccessful categories and subcategories.

Display of the timelines more clearly.

* Use your data to determine whether the mean or the median better summarizes the data.

The mean better summarizes the data since it shows the average of success or failure of the kickstarters

* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

The data shows that failed campaigns have a higher variability. Showing a higher variance.