*\*This was originally uploaded by the due date (12/05/2022) on bootcamp spot, via Google Drive link. This upload is just to test uploading to Github.*

**Q1) Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

The number of overall campaigns has declined significantly.

The sub-categories: classical music, documentaries, pop, rock, hardware, shorts, table top games and television, all have a 100% percentage success rate.

None however, compare with the sheer quantity of successful plays, despite plays having a lower percentage success rate (65%).

**Q2) What are some limitations of this dataset?**

It only goes up to 2017.

**Q3) What are some other possible tables and/or graphs that we could create?**

Percentages success by goal.

Variance tables.

**Bonus Statistical Analysis**

I couldn't work out how to shift the data up using formulas or no VBA.

I think the mean summarises the data more meaningfully than the median. Mainly because the mean is proportionally sensitive to the count of the data in a way that the median is not.

I think there might be more variability in successful campaigns in part because variability includes the mean, which is affected more by outliers in the data.