**Excel Homework Questions:**

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

-Most successful are Theater, Music, Film and video.

-Food, games, publishing, and technology has more failure than success.

-Plays are the most successful sub-category.

What are some limitations of this dataset?

-Countries count.

-Category selection.

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

-Percent funded vs. category

-Percent funded vs. backer count

-Country vs. success rate

**Bonus Statistical Analysis:**

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

While both the mean and median both represent that having a higher backer count correlates to having a more successful kickstart. I think that the median summarizes the data more meaningfully because it shows that the middle of failed kickstarters is only four backers and while the mean was 17 there was a significant amount less than four backers, contributing to its failure.

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 in backer count with successful campaigns. This makes sense because success some backers might choose to fund more or less depending on the campaign if they believe there is a viable product.