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

* One conclusion that we can draw looking at the data per Category is that theater projects are the most common. Theater projects have the most successful outcomes and the most failed outcomes.
* Another would be that a large percentage of Music projects were successful. 540/700 music projects were successful.
* Starting around May and June, successful projects started decreasing, and failed projects started rising.

1. What are some limitations of this dataset?

* One limitation that I can think of is that we don’t know how much advertising went in to gathering the backers for each project or what outside factors contributed to reaching your goal. And I would also assume that having a realistic Goal in mind when starting the projects plays a role. There are some projects on here that only have a goal of 1 so they come back as successful and have high percent funded.

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

* Some other graphs that we could look at is comparing the average donation to things such as Date when the project launched, or perhaps the average donation of each sub-category and category to see if there is any correlation there.

Bonus Statistical Analysis

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.
   * By making a Scatter plot I would determine that using the Median would summarize our data more meaningfully.
2. 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 rather than unsuccessful ones. This makes sense because when you are looking at successful campaigns the average amount of backers is higher than that of successful campaigns. There was also about 15 times as many backers for successful campaigns. So, if variance describes how far values in the data set are from the mean it makes sense that there is more variability with successful campaigns.