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

* More than half Kickstarter campaigns were focused on Theater, film & video and music.
* Technology present the highest rate of unsuccessful Kickstarter campaigns.
* Success rate decline in 4th quarter of the year.

1. What are some limitations of this dataset?

* 3 categories dominate more than half the campaigns.
* No indication of potential valuation of each project.
* Lack of details on entrepreneur population (gender, age, background.).
* 75% of the projects were created in the US.

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

* Perform a projection of Kickstarter campaigns count / year of creation.

1. Determine whether the mean or the median summarizes the data more meaningfully.

* The successful campaigns, mean and median reflect a skewed distribution towards higher values.

1. determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

* The variability is more dominant on successful campaigns side, since the more backers we have, the more chances the campaign will be successful.