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

* Theatre, especially plays is the most popular type of campaign on Kickstarter
* There was a decrease in the number of campaigns created in December probably due to Christmas, with a noticeably significant drop in successful campaigns but not in failed or canceled campaigns. Therefore, if one were to create a campaign on Kickstarter, they should avoid winter holiday times.
* A majority of Kickstarter campaigns succeed rather than fail as seen in ‘Timeline’, but it is dependent on the category and sub-category. Some sub-categorical campaigns seem to have almost a 100% failure rate as seen in ‘Sub-category’
* $40,000 to $45,000 seems to be the breaking point where the numbers of successful campaigns begin to significantly decrease correlating with the significant rise of failed campaigns.

1. What are some limitations of this dataset?

* Dataset only shows the start and endpoint of each campaign.
  + Unable to determine if growth in donations and backers count were linear/exponential/etc.
* Dataset doesn’t show target location of a campaign or where it’s based or the location of the backers.
  + Unable to see if the success of campaigns is due to the location where they were created/based.
* Dataset doesn’t show the tiers of each backer.

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

Bonus:

1. Use your data to determine whether the mean or the median summarizes the 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?