

- Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  - Theater is the most common category for crowdfunding campaigns.
  - Campaigns that were launched in July have a higher rate of success than other months.
  - World Music and Audio are the least common categories, although all of their campaigns in this dataset have been successful.
- What are some limitations of this dataset?
  - There are many reasons why a crowdfunding campaign could be successful that this dataset isn't showing, for example the level of marketing and publicity of the crowdfunding campaign, if a celebrity was involved, etc.
- What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  - A table showing the number of days a campaign was open compared to the count of outcomes would possibly show us whether being open for a certain number of days leads to better results.

- 
- Use your data to determine whether the mean or the median better summarizes the data.
    - A median summarizes the data better because the data is right-skewed and has a lot of outliers that will affect the mean in a way that doesn't represent the data as well.
  - 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. This makes sense because once a campaign hits the threshold of success, the number of backers won't affect it anymore. This could lead to big differences in number of backers between campaigns if some continue to receive backers even after reaching success.