1. What are three conclusions we can draw about Kickstarter campaign?

* There are most projects that are in the category “theater”.
* Among all the sub-category, “classical music”, “hardware”, “nonfiction”, “pop”, “rock”, “shorts”, tabletop games”, “television” have 100% successful rate.
* On average, if projects are created in the first half year (Jan- June), that this project is more likely to be successful than if it is created in the rest of the months (July-Dec)

1. What are some limitations of this datasets?

* We don’t know the sources of the backers, is it from a company or from certain institution.

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

* use pie chart to see the percentage of category or sub-category.
* Line chart to see if the duration and pledge has correlation.

\*BONUS

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

* Since the box charts show that both successful data or failed data are skew to the right, I think “median” would be a better indicator to summarize the data.

1. 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, it makes sense since there are more projects that are successful which means the sample size is bigger which will lead to more variability normally.