**1.Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?** The more backers you have the more likely you are to succeed, Games and food have the highest likelihoods to fail, Kickstater has been mostly successful, the higher the goal the less chance of success.

**2.What are some limitations of this dataset?** Some limitations are the data doesn’t say if there are second rounds of funding or repeat attempts. We also have some companies that asked for very little funding which skews the amount of success.

**3.What are some other possible tables and/or graphs that we could create?**  I could create a pie chart showing percentage of success. I could also create a scatter chart with a trend line showing the trend of success relative to amount of backers.

**4.** The Median is more useful for amount of backers because of the high amount of variance of backer counts. There are a few outliers that skew the mean.