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1. Given the provided data, what are three conclusion we can draw about Kickstarter campaigns?
   1. Most successful funding are usually for theater, specifically plays. However, there is only about a 66% chance it will be successful.
   2. Creating a funding for theater will likely succeed if submitted in March or April.
   3. Creating a campaign for hardware in technology will succeed.
2. What are some limitations of this dataset?
   1. Amount of time needed to reach the goal to see if it succeeds or not.
   2. Target demographics/audience of proposal
   3. Who comes up with the goal and according to what criteria?
   4. The number of publicity of each campaign
3. What are some other possible tables and/or graphs that we could create?
   1. Time it takes between creation and ending of conversion for each state, filtered by country & category.
   2. The average percentage of funding by each state of each subcategory, filtered by country
   3. Similar chart table, however add the subcategory as a filter to see trends of each subcategory

Bonus Statistical Analysis

* Mean summarizes the data more meaningfully.
* There is more variability in successful campaigns. This makes sense because the number of backers could continue to increase even after reaching the goal.