**Report**

1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Kickstarter campaigns that are involved in theater appear to be the most successful campaigns. However, this can be deceiving because proportion-wise, there were more theater Kickstarter campaigns overall.
3. Overall, there were more successful campaigns at 2185 than those that failed at 1530 per the pivot line chart however, there was a significant drop in success by December.
4. There were more Kickstarter campaigns that were involved in the theater subcategory of play; hence this highlight how the play subcategory was the most successful of other subcategories.
5. **What are some limitations of this dataset?**
6. The data set does not clearly define what currently live means so its hard to understand given that it has a date ended for the campaigns.
7. It is difficult to understand what the true or false statements in the staff pick column and spotlight column means and what it is measuring
8. It is difficult to classify if currently live programs were successful.
9. There is no way to understand why some campaigns were canceled.
10. The dataset does not explain why plays found more success overall.
11. **What are some other possible tables and/or graphs that we could create?**

Answer: We could review the outcome percentage with a pie chart, Box plot and scatter plots to compare other variables and outliers.

**Bonus:**

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

The mean does summarize the data more meaningfully, but it only tells part of the story.

1. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

With a mean of 194.43 and a standard deviation of 844.30, the successful campaign appears to have more variability. Given that SD is purely descriptive, its is neither wright no wrong.