1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Not including campaigns that are currently ongoing, ~53.7% of campaigns successfully meet the goal; ~46.2% are cancelled or do not meet the goal.
   * The categories with this highest percentage of successful campaigns are Music (77%) and Theater (60%). The categories with the lowest are Journalism (0%) and Food (17%).
   * The most frequent subcategory of campaign is Plays, making up 26% of the total.
2. What are some limitations of this dataset?
   * Data is only a portion of the overall total; 4114 out of over 300,000 total campaigns.
   * 76.5% of the campaigns started in a three-year period; other years have considerably fewer data points.
3. What are some other possible tables and/or graphs that we could create?
   * A table comparing the success of campaigns that were “Staff Picks” with campaigns that were not
   * A table and graph comparing percentage of success by year

Bonus Statistical Analysis

* Use your data to determine whether the mean or the median summarizes the data more meaningfully.
  + For the Successful campaigns, the median is the better measurement of central value. The mean value is 194.43; 1789 campaigns were below this value while only 396 were above. In comparison, the median value is 62; 1108 campaigns were below this value and 1077 were above. The median provides a truer distribution of campaigns above and below as a mid-point for the data.
  + The median is the better measurement of central value for the Failed campaigns as well. The mean value is 17.71; 283 campaigns are above that value while 1247 are below. The median value is 4; 681 campaigns are above that value while 849 are equal to or below that value. Once again, the median is the truer middle point for the data.
* 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 the successful campaigns, which has a variance a of 712841 compared to 3773.22 for failed campaigns. This is what I expected to see. The reason is that failed campaigns will have a minimum of zero backers; it cannot be below that. Successful campaigns have no upper limit on the number of backers, which causes the higher variability.