* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + July has the most successful campaigns
  + The least successful subcategory is science fiction with only 35.71% successful
  + The plurality of crowdfunding projects in this data set come from the United States. This is also true for every parent category except music.
* What are some limitations of this dataset?
  + We do not have information about the submiters (gender, age, if they are an individual or organization…)
  + The currency type is not consistent
  + Some categories have very few submissions (Ex: 4 submissions for audio) so the results for those categories are skewed (it seems like 100% of crowdfunding submissions in the audio category are successful based on this category.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + It would be interesting to compare how “staff pick” and “spotlight” effect percent funded. This would be good to know the importance of being selected for these.
  + You could look at the goal and percent funded. This would help with goal setting especially if certain amounts are harder to reach than others.
  + You could look at average donation and category. If the average donation is lower for certain categories you know you need to aim for more backers.

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* Use your data to determine whether the mean or the median better summarizes the data.
  + The median would be better for summarizing this data because there are outliers in the data and the median is more resistant to that.
* 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 in the successful campaigns. This makes sense since there is such a wide range of backers in the successful campaigns. Also, successful campaigns can have unlimited backers and stay successful campaigns while a failed campaign will eventually become a successful one if it gets enough backers.