**Kickstarter Reflections**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theater/plays were the outliers of the group due to the large amount of sample space.
   2. During the summer months were the highest number of projects launched and then December plummeted to the lowest based on project launched date.
   3. The music industry had a lot of success in Kickstarter, based on the number of projects finished with the highest success rate of all the Categories.
2. What are some limitations of this dataset?
   1. By removing the outlier (Plays), you can see a better visual representation of the Sub-Categories.
   2. Duplicate projects with the same name in a short period of time.
3. What are some other possible tables and/or graphs that we could create?
   1. Displaying the Average Donations based on State, Categories and Sub-Categories.
   2. Geographical comparison between the Country and the State of the project.
   3. Comparison between the Staff Pick and the State of the project to see if there is a correlation.
4. Use your data to determine whether the mean or the median summarizes the data more meaningfully.
   1. The mean is better representation due the wide variety of data, as it is a better reflection of the middle.
5. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
   1. Yes, there is variability with the successful projects due to the backers count having a wide range of data from 1 - 26,547. This would cause a greater variance compared to the unsuccessful campaigns.