*1. Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?*

*What are some limitations of this dataset?*

*What are some other possible tables and/or graphs that we could create, and what additional value would they provide?*

We can see that theater, particularly plays, are the most popular crowdfunding project. According to the data, campaigns started in August are the least successful. Finally, besides journalism which has a 100% success rate but only four data points, tech appears to have the highest success rate.

We do not know how the data from this dataset was collected, so we are unable to identify any bias that may have occurred. The dataset also only contains about a thousand entries, so it may not be representative of all crowdfunding campaigns.

We could create a bar graph comparing success rate by country, a line graph looking at campaign duration versus percent funded, or a pie chart to see how popular each category is.

*2. Use your data to determine whether the mean or the median better summarizes 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?*

The median better summarizes the data because a small number of outliers with an extraordinary amount of backers compared to the rest of the dataset can heavily skew the mean and make it appear as if a higher amount of backers is more common.

Successful campaigns appear to have a higher variability. Failed campaigns are more likely to have less backers (have values closer to 0) and a smaller range of numbers is consistent with a lower variability.