1. Based on the sheer number of kickstarters compared to the other categories as well as the number of successful, I can conclude that people prefer theater over the other categories.

We can also conclude that kickstarters that begin the late winter to the beginning of spring are more likely to be successful. This is seen by the number of kickstarters that are successful in February, March, April, May, June. This can also be concluded by seeing the percent that were successful vs the number that failed during those months.

We can conclude that people like tabletop games more than video games as there was no video game or mobile game kickerstarts that were successful. All of the tabletop(80) were successful.

1. One of the limitations for this data is that the duration that kickerstarter needed to completed are not the universal. Therefore, some of the successful ones could have a longer time compared to the failed/canceled.

Another limitation is the way that the kickstarters were marketed/advertised was not given.

1. Country vs outcome table: The value of this chart is it shows the relationship between the countries and how likely the kickerstarters are successful.

Table showing the relationship between the duration of the projects vs the state of the project could help show if a longer running time of the kickstater has any correlation to the success rate.

Bonus Statical Analysis Questions:

1. The Median summarizes the data more meaningful due to the amount of variance in the data. With this data there is likely many outliers in the data causing the mean to be skewed.
2. There is more variance in the successful campaigns. This does make sense since as a successful kickstarter can have the exact number of backer necessary or any amount more. Since any amount more is technical has infinite possibilities, there should a greater variance.