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

a. Kickstarter campaigns related to theater and music make up more than half of the overall campaign population with 50.88%.

b. Kickstarter campaigns related to food have the highest failure rate (70%).

c. Kickstarter campaigns related to music have the highest success rate (77.14%).

**2. What are some limitations of this dataset?**

a. Funding data is not all in the same type of currency limiting a comparison of which projects received the most funding across the categories.

b. The complete dataset for the years 2009 and 2017 is not available skewing the data based on launch date month.

**3. What are some other possible tables and/or graphs that we could create?**

a. Average percent funded for each category by state.

b. Average percent funded for each sub-category by state.

c. Sum of backer count for each category by state.

d. Sum of backer count for each sub-category by state.

**BONUS**

**1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.**

The Median summarizes the data more meaningfully as there are several outliers in the dataset.

**2. 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 variance with successful campaigns. This makes sense because there is a greater difference between the minimum and maximum number of backers in successful campaigns than in unsuccessful ones.