**Kickstart My Chart Report**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Kickstarter campaigns in the Music category are the most prevalent with 1393 campaigns run and 60.22% of them ending successfully.
   2. The most successful Kickstarter campaigns were in the music category with a success rate of 77.14%.
   3. Technology Kickstarter campaigns have a success rate of 34.83% despite having the highest backing of 174,797 people.
2. What are some limitations of this dataset?
   1. The data is sourced from around the world, and it is unclear how the currency value was normalized.
   2. Two technology, one music, and one games campaigns all have upper-bound outliers.
   3. We only analyze 4,000 of the 300,000 Kickstarter campaigns.
3. What are some other possible tables and/or graphs that we could create?
   1. Visualize the backers count data by category.
   2. Compare the state of Kickstarter campaigns by country.
   3. Analyze monthly breakdown of the state of Kickstarter campaigns, excluding data for campaigns in the theater category since they disproportionately represent the dataset.

**Bonus Statistical Analysis**

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.
   1. The Median summarizes the data more meaningfully because the data is slightly skewed due to outliers.
2. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
   1. There is more variability with successful campaigns. This makes sense because there were four campaigns that had upper-bound outliers skewing the dataset, thus increasing its variance.