What are three conclusions we can draw about Kickstarter campaigns?

* Backers are more willing to support campaigns for the arts, i.e., theater, music, or film & video
* 8.5% of campaigns are cancelled before completion
* Over one-third of all Kickstarter campaigns fail

What are some limitations of this data set?

* The data set does not provide the demographics of the donors, which does not allow us to see if there is a direct correlation between backers and successful campaigns
* The data set does not provide a clear description of the purpose of the campaign

What are some other possible tables and or graph that we could create?

* A pie chart to show the composition of Kickstarter campaigns
* Dual Axis Chart to compare the state of campaign with backers and total raised
* Stacked bar graph that shows state of campaigns by country

Statistical Summary

The median summarizes the data more accurately considering the number of backers for the different campaigns are not distributed evenly. If I used the mean as a determining factor of success or fail, that answer would be flawed. It would assume that the number of backers for each campaign follow some sequential order. There is more variability with successful campaigns for several reasons; the differences in the campaign types, the number of successful campaigns, the number of backers, the amount raised by each campaign. The variance for successful campaigns shows that there is greater support thus why those campaigns are successful.