1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Out of all the parent categories, “theatre” has the highest number of successful campaigns, but it also has the highest number of failed campaigns
   * Out of all the sub-categories, “plays” has the highest number of successful campaigns, but it also has the highest number of failed campaigns
   * The month of May has the highest number of successful campaigns
   * Overall, there are more successful campaigns than failed and canceled.
2. What are some limitations of this dataset?
   * The number of successful campaigns for a category / sub-category does not necessarily show significance. The successful rates (percentage) or failure rates (percentage) should have been calculate for each category / sub-category to show a better analysis.
3. What are some other possible tables and/or graphs that we could create?
   * Create a graph to compare the number of successful, failed, and cancelled campaigns against different countries
   * Calculate the successful and failure rates for each category then create a graph
   * Calculate the average duration in number of days of the successful campaigns
4. Use your data to determine whether the mean or the median summarizes the data more meaningfully.
   * The median would summarize the data more meaningfully because the range of successful campaigns is too wide, therefore, the average could be skewed.
5. 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 variability with successful campaigns, and it makes sense because the total number of successful campaigns is much higher than the total number of unsuccessful campaigns. Meaning, the population size of the data set is bigger and the chance of more numbers being further away from the mean is higher, hence, making the variance larger.