1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. Theater has the most successful Kickstarter campaigns.
   2. Plays is the most successful sub-category for Kickstarter campaigns.
   3. May is the best time of year to create a campaign to be successful.
2. **What are some limitations of this dataset?**
   1. We do not have enough information about the backers. Who were the target audiences? The socioeconomic statuses, ages, and cultural backgrounds of the individuals targeted, may have impacted their contributions, or lack thereof.
   2. We also do not know anything about how the campaigns solicited contributions. How was the campaign information disseminated? If the campaigns, themselves, did not have a sufficient advertising budget, this could also have impacted the numbers of successes/failures.
   3. Were there any historical/national events (depressions, terrorist attacks, etc.) that could have impacted the level of donations to a particular campaign?
3. **What are some other possible tables and/or graphs that we could create?**
   1. I would like to see a table that looks at the correlation between the lengths of the campaigns versus the success and failure rates.
   2. I would also like to see a table that compares the goal amounts versus the success and failure rates.

**Bonus Statistical Analysis**

* **Use your data to determine whether the mean or the median summarizes the data more meaningfully.**
  + The mean summarizes the data of the “successful” campaigns more meaningfully.
  + The median summarizes the data of the “unsuccessful” campaigns more meaningfully.
* **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. It makes sense, because the range of data is much larger for the successful campaigns, with the data at the upper end skewing the average significantly.