1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Majority of Kickstarter campaigns fall under the theater category.
   2. The most successful Kickstarter campaigns fall under the plays sub-category.
   3. The following sub-categories have not had any successful Kickstarter campaigns: video games, restaurants, places, people, nature, mobile games, drama, fiction, gadgets, and jazz.
2. What are some limitations of this dataset?
   1. It doesn’t tell us the exact city/state where the Kickstarter campaigns are located.
   2. It also doesn’t tell us the years of experience each name has in their specific category.
   3. Or how many Kickstarter campaigns that have be run in the past for each of the names.
3. What are some other possible tables and/or graphs that we could create?
   1. We could create a table/graph to show the number of days the campaign ran to the success rate. We could also look at the success rate compared to the country.

**Bonus Statistical Analysis.**

1. In my opinion the median summarizes the data more meaningfully. I say this because of the wide range in values from minimum to maximum for the backers of successful and failed Kickstarter campaigns.
2. From the data provided we can conclude that there is greater variance with successful campaigns. This makes sense because variance is a measure of how spread out a data set is. There is no limit (maximum) to the number of backers a successful campaign can have, but it makes sense that the variance between the minimum and maximum backers count for an unsuccessful campaign would be less. The less backers a campaign has the less likely the campaign will be successful.