1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. At first glance, campaigns that were spotlighted seem to have had a much greater chance of successfully reaching their goals.
   2. Just over ½ of all Kickstarter campaigns are successful in reaching their funding goals.
   3. The most successful categories are Music and Theater (specifically plays). This leads me to believe that more people are interested in giving to the arts than other causes in Kickstarter campaigns.
2. What are some limitations of the data set?

We don’t have the information on how long it took a campaign to hit the goal, just the total time it was active.

The different currencies may lead to errors in assumptions about goal ranges and success rates within them.

1. What are some other possible data/graphs that we could create?

I initially thought about comparing the size of the goal to the success rate, but then I saw the bonus activity. We could try to compare the length that the project was on Kickstarter to the success rate. We could also further analyze the success rates of campaigns that were spotlighted versus those that were not.

Bonus Statistical Analysis

I believe that the median number of backers is more representative of the data set.

There is more variability with successful campaigns. This makes sense because the data for successful campaigns is far more spread out. Failed campaigns typically had fewer backers (smaller range or data), therefore the variance should be lower within that dataset.