1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Overall, the month of May yields the highest success rate for funding.
   * Certain categories, like theater and music, have the highest amount of successes.
   * The subcategory of rock has the most successes from the music category.
2. What are some limitations of this dataset?
   * The “canceled” projects have no explanation to why they were canceled. The category, Journalism, for instance, is canceled as a whole, which could suggest to a banned category.
   * There is no further information pertaining to why a project was successful or a failure
3. What are some other possible tables and/or graphs that we could create?
   * The current pivot tables allow a country by country analysis and could prove useful to have a more in depth country by country breakdown.
   * The success or failure of a project could be compared over the duration of a project. The duration of a project could be reached by subtracting the date created from the date ended.
   * The Percent Funded and Average Donation fields could be used to predict success rate.

Bonus Statistical Analysis

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.
   * The mean summarizes the data more meaningfully
2. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
   * The data has a higher variance for successful campaigns, which indicates more variability. This would indicate that the number of backers may be one of many different variables that may contribute to a success. However, a failed campaign would be more certain of a failure due to the lack of backers.