1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**

-Music campaigns have the highest rate of success and the second most campaigns

-Within the music category, Rock has the most campaigns and the highest rate of success and while faith and jazz have had no success.

-December is not a good month to start a campaign, it had more failed campaigns than successful ones.

1. **What are some limitations of this dataset?**

**-**This is a small sample and may not represent all Kickstarter campaigns

-Missing data points that could help draw more informed conclusions such as:

This data shows start and end date but does not show how much was given each month/day during a campaign. Better conclusion could be drawn based on how much a campaign is given in the first week/month

Kickstart has an update option where campaigns can post messages. This data has no update count. Do most successful campaigns provide a lot of updates?

1. **What are some other possible tables and/or graphs that we could create?**

-The average time it takes for a successful campaign to reach its goal, in general and by goal range (Less than 1000, 1000 to 4999 etc.).

-Is there any correlation between county and success of a campaign?

-Do campaigns with a staff pick or spotlight tend to succeed more than those without.

**Bonus Statistical Analysis**

**Use your data to determine whether the mean or the median summarizes the data more meaningfully.**

Due to the number of outliers and variability the median is a better summary number.

**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 in the number of backers in successful campaigns. This makes sense because given the range in goals the number of backers needed to reach each of the goals would vary greatly (a goal of $100 would typically take much less than a goal of $500,0000).