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

* Campaigns beginning in the first half of the year are more likely to succeed then campaigns in the end of the year.
* The category with the highest success rate is theater.
* The categories with the highest success rates were theater, music and film & video.
* Twelve sub-categories had 100% success rates: classical music, documentary, electronic music, hardware, metal, non-fiction, pop, radio & podcasts, rock, shorts, tabletop games and television.

1. What are some limitations of this dataset?

* Measures of success could be different depending on different factors.
* The data also does not include demographics. It would be interesting to know the number of women versus men donors and what their age range is.
* Another idea would be to include data from another crowdsourcing company.

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

* A scatterplot would also be useful since the data is constantly changing. Adding a linear trendline will more easily show the positive relationship between the number of backs and the state of the campaign. The more backers a campaign has, the more likely it is to be successful.
* A boxplot may also be useful because it will show if the data is skewed to the left or right because of extreme values, or outliers.

Bonus Statistical Analysis

* 1. The mean summarizes the data more meaningfully because it represents the average number of backers a company needs to succeed.
  2. The successful campaigns have a greater variability. The larger standard deviation means the data is more spread apart for successful campaigns as opposed to failed ones.