Based on the data there can be 3 conclusions made:

* Of the different categories that had kickstarters, the most popular kickstarters were theatre based.
* When choosing the time to make a kickstarters, the worst time is in December. Of the kickstarters created there is a higher amount of failed kickstarters than successful ones.
* Of the different seasons summer has the most kickstarters created. With May, June and July having the most kickstarters created.

With the data given, there are some limitations. A limitation that occurs with this dataset is the amount of data points. There are about 4000 points of data. While this seems to be a large amount of points, compared to the hundred of thousands, it is about 1 percent. The data is not a good representation on trends that occur on kickstarter. Another limitation is that there are no data points after 2017. The dataset does not represent the current trends of created kickstarters.

Besides the use of bar charts, a pie chart is chart to use. The pie chart is an alternative to visually show the difference in size between the types of kickstarters. The larger the slice, the more data points that fit the category.

Statistical Analysis:

Between the mean and median, the latter is more meaningful. This is due to the outliers that are present within the data set. Since outliers exists within the data set, the mean is greatly affected and skewed.

Based on the data there is more variability with successful campaigns than failed ones. Intuitively, this conclusion makes sense, as failed kickstarters have little to no backing. Therefore, their variance is small and more compact. Based on the data, successful campaigns have a large range of backers, from a small group of hundred to a couple thousands possibly more. This attributes to a high variance.