Out of all the data compiled we can see that the Kickstarter categories that were the most successful were those that fell under the theater tab specifically. The theater sub-category Plays was the most successful project type with a total of 1066 Kickstarter’s opened and 694 successful to 353 failed projects. None of the projects in the play sub-category were canceled versus the other subcategories. The least successful project category is journalism where only 24 projects, under the sub-category audio, were started but all were canceled.

Some of the limitations of this dataset could be the amount of data that has to be filter through. As well as the fact the categories and sub-categories are together. If it is required to show a breakdown based on these to factors it adds more work to have to separate the two pieces of information. it’s not difficult but more time consuming. Another hinderance is tabulating the “Live” projects as they don’t currently reflect if the project is successful or not or by how much since the project hasn't been closed.

If we wanted to get a better look at the success rate, we could also include a data chart based on the percent funded rather than just “success/fail/cancel/live”. Or we can include a chart about the amount of money the project categories/sub-categories produced during the campaign.

Bonus 2:

I believe that while both mean and median serve a purpose to summarize data it would appear the mean best summarizes how many backers each successful or unsuccessful campaign had on average. You can tell that there were on average more backers per successful campaign than unsuccessful.

There appears to be more variance between the successful campaigns than unsuccessful, but if I am being honest I do not fully understand the difference in that.