1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Theater has had the higher number of projects.
   * Music project has the higher successful rate of projects.
   * In the first semester of the year there are more launched projects that in the second half of the year.
2. What are some limitations of this dataset?
   * It is not specified if amounts of goals and pledged are in the same currency for all or in the currency specified in column H? It is not clear.
   * Clarification of spotlight and staff – True or False definition, for further analysis.
   * Data on blurb is not in the same language.
3. What are some other possible tables and/or graphs that we could create?
   * Compare projects state by country.
   * Correlation on project state versus date creation, date ended and backers count.

BONUS STATISTICAL

* Use your data to determine whether the mean or the median summarizes the data more meaningfully.
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

Since the range of number of backers is to so spread out, using the median to have an idea of the average number of backers is more useful that the mean number.

Variability on successful projects is higher than in failed projects. However, variability of backers does not seem to be an important factor to influence in the successful/failed state. What it seems to have more weight in the outcome of the projects is the number of backers. On the Successful projects, the mode – most frequent number of backers is 27, while in the failed projects, the mode was zero, no backers at all.