**Analysis**

1) The data suggests that theatre and, more specifically, plays are the most popular types of projects to use Kickstarter for raising funds. They also have the largest number of successful campaigns. From the data we can see that fundraisers created in May are the most successful. On the other hand, the fewest are created in December and the fewest are successful in December. There also appears to be a relationship in the projects goal amount and percentage of success. As the size of the goal amount increases, the percentage of successful campaigns decreases, and the percentage of failed campaigns increases.

2) There are a good number of outliers in terms of goals, funding, and backers. Depending on the type of campaign one is attempting to use Kickstarter for, it might be better to look at data with smaller goals or bigger goals instead of both. The data also doesn’t address why one would contribute to the Kickstarter. A lot of Kickstarter campaigns offer something to their backers. In some cases, there are even tiers based on the size of the contribution. For example, theatre projects might offer tickets and maybe even better seats or some type of VIP/backstage experience for larger contributions.

3) There are some more possible tables and charts we could create from this dataset. We can look at how many campaigns were successful, failed, canceled, or are currently live per country. We can do a similar analysis based on average donation or even length of campaign.

**Bonus Statistical Analysis**

1) The median summarizes the data more meaningfully as the mean is skewed because of outliers.

2) There is more variability with successful campaigns. This makes sense as there are more campaigns that are successful along with a larger range. The outliers for successful campaigns yield a bigger variance and standard deviation as compared to the unsuccessful campaigns.