* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  1. Crowdfunding seems to be used heavily by the arts, especially theater.
  2. Journalism is technically the most successful in crowd funding with 100% success, albeit a very small portion of the crowdfunding attempts so not a good example to use.
  3. Over half of crowdfunding attempts are successful, with the highest chance of success being mid-year in June and July.
* What are some limitations of this dataset?

The majority of data being plays means the outcomes are heavily influenced toward those.

* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?

3D surface chart looks like it would provide a good visual to show the data. It would show the high amount of plays vs all other types very clearly.

* Use your data to determine whether the mean or the median better summarizes the data.

Median is better because there is less influence on the totals from outliers from my understanding.

* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
  + The larger number shows that there is more of a spread in the data available, so I think the successful campaigns have more variability. There were more results for the successful campaigns which allows for more data to analyze.