1. What conclusions can we draw?
   1. Theater projects were the dominant category (with plays as the dominant subcategory of theater), followed by music, technology, and film and video.
   2. Recorded kickstarter projects increased significantly in 2014 and may have peaked in 2015.
   3. Projects with higher fundraising goals were more likely to be canceled or fail, though there were high outliers in the successful category.
2. What are some of the limitations?
   1. For many categories and subcategories there were not enough projects to make predictions about
   2. The data appears to end in 1st quarter 2017, so it is unclear whether the slight decline of 2016 continued.
   3. There are some big outliers, so more sophisticated statistical approaches may help explain the data better (for example, perhaps ‘weighted medians’ of numbers of backers for different states would be interesting.
3. What other possible tables/graphs could we create?
   1. Trimmed mean and weighted median would be super interesting, or mean absolute deviation and median absolute deviation from the median.
   2. Bubble plots featuring, for example x-axis: Count of backers, y-axis: Goal with bubbles colored by state and bubbles inflated by Pledged. Or scatter plots.

(Bonus): Does the Median or Mean Summarize the Data more meaningfully?

1. The median, though see 2c.

(Bonus) Is there more variability with successful or unsuccessful campaigns?

1. Successful (i.e., ‘successful’ or ‘live’) campaigns were more variable.

(Bonus) Does this make sense? Why or why not?

1. Yes: there were more successful campaigns, and there were high outlier successful campaigns. Together, this accounts for variability.