1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. There is a negative relationship between the starting goal and the likelihood of success. Projects that have lower goals are much more likely to succeed.
   2. Kickstarter was primarily used for financing theater and music projects which accounted for around 50% of all projects in the sample.
   3. A project is more likely to be successful if launched around the beginning of summer and least likely to be successful if launched in December.
2. **What are some limitations of this dataset?**

One limitation of this dataset is that the funding isn’t normalized for a common currency. This makes the Outcomes Based on Goal unreliable. Another limitation of the dataset is that there is no mention of how the sample was attained. The sample could be unreliable if it is what not properly randomly sampled.

1. **What are some other possible tables and/or graphs that we could create?**

Another graph that could be created is length of campaign compared with whether it was canceled, successful, or failed. Also it might be beneficial to compare if a project was a staff pick vs the state of success to see if the extra visibility helps.

**Bonus Statistical Analysis**

1. The median summarizes both the data groups better than the mean. Most of the projects fall into the lower amounts of backers. Using the mean skews the backer middle to a higher amount.
2. The successful projects have more variability in the number of backers. This is expected. Successful projects range from very small projects where a few backers that could make it successful and very large projects that shattered there requested amount. Failed projects typically failed in the sample due to getting too few backers and most only getting between 0-50 backers.