1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

We can conclude that film & video, music, and theater are dominant categories in Kickstarter campaigns, for they have more than a 50% success rate, compared to other campaigns.

There is also more success than failure in Kickstarter campaigns.

Most importantly, there is no love for journalism because they have a zero-success rate.

1. What are some limitations of this dataset?

We can’t look at other factors that determines the success or failure of a Kickstarter campaign, such as staff pick and spotlight. It’s also lacking where the campaign is being held, whether it’s in a small town or a metropolis because population plays a factor in the number of backers, they’re able to get.

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

We can have a column on the table for the type of environments the campaign started from and an estimated population. A chart that shows how many campaigns succeed whether they have spotlight or able to pick their staff would also be useful.

**#BONUS**

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.

In this sheet of data, the mean summarizes the data more meaningfully because the data is so spread out from each other and it lacks consistency.

1. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?

There’s more variability with successful campaigns because under a certain threshold of backers, the campaign will fail, which is 0 to 30. On the other side, there can be more variety of backers over a certain threshold, which is 31 and everything else above.