1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The sub-category Plays seems to be the most popular form of Kickstarter. It has produced the most Kickstarters and has the most successfully funded Kickstarters.
   2. The United States is responsible for most of the funding on Kickstarter. The United States produced 1,651 out of the 2,185 successful campaigns and was responsible for 3,038 of the total Kickstarters out of 4,114 from 2009-2016.
   3. There is a clear increase in the amount of Kickstarters from 2009 to 2015. In fact, there were more Kickstarters in 2014 than in all of 2009-2013 combined. Yet, there was a decline in 2016 to less than in 2014. That trend seems to be continuing in 2017 if the first three months are any indication.
2. What are some limitations of this dataset?
   1. The dataset does not supply the data on the Spotlight column. This column seems to correlate with the with the failure or success of a project.
   2. A major limitation is this is only a sample of 4,000 projects of more than 300,000 project that have launched on Kickstarter. I have no idea how this data was chosen opposed to other data. My observation in section 1.c could be completely erroneous because I’m dealing with a limited amount of the overall dataset.
   3. To the point above, the fact that there is such an outlier with the success of Plays over all other Kickstarters makes me very concerned about our sample data.
3. What are some other possible tables and/or graphs we could create?
   1. We could create a clustered column chart to compare the successful and failed projects with those that were and were not in the Spotlight.
   2. We could create a pie chart to more fully visualize which categories are more pervasive in our dataset.
   3. A histogram would be a great way to show the increased popularity of creating Kickstarters.

**Bonus**

1. Use your data to determine whether the mean or the median summarizes the data more meaningfully.
   * 1. I believe the median represents the data more meaningfully. However, the disparity between the Minimum and Maximum is quite astounding, not to mention the Standard Deviation for both Successful and Failed contains a wide margin leading me to believe the data is skewed. So, I would say that neither truly summarizes the data accurately.
2. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
   * 1. There is more variability with the successful than the unsuccessful. It makes sense to me because if a successful project has a low-price tag it could be funded at a relatively low backer count. However, if a successful Kickstarter had a high-price tag this would normally lead to more overall backers thus leading to a larger standard deviation.