* Conclusions based on the data
  + Of the 4,114 Kickstarter campaigns analyzed, over half of them were successful (n = 2185).
  + The category with the most total campaigns was theatre (n = 1393).
  + The least successful category was journalism, with 100% of the 24 campaigns ending up canceled.
* Limitations of the data
  + Included in the data are different measures of currency. If we are to compare total donations, the donations need to be converted to the same currency.
  + The average donation calculated is limited at best and does not show any potential skews in the data.
  + I would like some more information on what I am analyzing. What is staff pick? Spotlight? I can assume they refer to Kickstarter, but assuming with data is never a good idea.
* Other potential tables/graphs
  + Total Kickstarter campaigns per country, organized by category.
  + Bar graph of pledged donations by category.
  + Stacked bar graph of pledged donations by category and state of campaign.
* Representing the average backers
  + The mean lends the most accurate representation of the average backers of successful and failed campaigns.
* Variability: Successful vs. Unsuccessful
  + The data suggests that successful campaigns (*v* = 712,841) are more variable compared to failed campaigns (*v* = 3,773). Given that there are a greater number of successful (n = 2,185) than failed campaigns (n = 1,528) - and the maximum number backers received by failed campaigns (n = 1,293) is less than half of that of successful campaigns (n = 2,645) - this variance difference is to be expected.