1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. Theater projects are the most prevalent on Kickstarter. They have both the highest success rate as well as the highest failure rate.
3. Musical projects have the best success to failure ratio.
4. Project launch dates are high in the summer and low in the winter.
5. What are some limitations of this dataset?

Outlier’s obscure the data. A handful of [successful] projects have an extremely large backing.

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

We could generate some interesting scatterplots after playing with pivot tables and filters to determine some unseen correlations.

\*\*Bonus\*\*

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

The mean seems to summarize the data better. It makes it easy to determine that on average, you need a lot more than just friends and family to lead a successful project.

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

The data shows a higher variability with successful projects. This makes sense due to the outliers that obscure the data. It seems to enforce the ideology that anything that goes viral becomes successful, regardless of integrity.