1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. In general the most successful most successful of kickstarters are of the Theatre Category and Sub-Category of Plays. But also has the greatest number of failed campaigns.
   2. Month of the year seems to have little relationship to the state of the kickstarter campaigns, with a peak in summer months in relationship to total numbers, with success rates highest in May followed by an increase in rates of failed campaigns in the following months.
   3. Kickstarter campaigns of the sub-categories web, wearables, video games, animation and food trucks almost always get cancelled or failed
2. What are some limitations of this dataset?
   1. For each different country the currency reflects that of the country of origin thus making it hard to truly compare the average donations across multiple countries
   2. Limited by the sample size used, more data is always better.
   3. Since the data originates from several different countries of origin, the data is affected by the differences in consumer trends across the globe. This could invalidate some of the data as it makes it more difficult to compare and gain insight into correlations since the value of the end product could vary greatly when converting the currency.
3. What are some other possible tables and/or graphs that we could create?
   1. Stacked Column Graph
   2. Clustered Bar Graph
   3. Doughnut Pie Graph
   4. We could look how much money was pledged for each of the categories/sub-categories and then filter it by country
   5. Compare how many staff picks align with each of the states, could be filtered by country, category, year started or completed
   6. Total backers, average donation per category/sub-category, country
   7. Spotlight vs state per category/sub-category, country, date created, date completed
   8. Average Goal per category/sub-category vs state
4. Bonus 2
   1. In this case the median is a more accurate measure of the full data set. Minus some extreme outliers on the higher end of the data the vast majority of the data points will fall within one SD away from the mean. Nevertheless the extreme maximum of the “successful” dataset shifts the mean value significantly higher than the middle of the overall data. With half the values landing fairly equally above and below the median number of 62. The same holds true for the failed campaigns as well with the data distributed in even numbers on either side of the median, whereas the mean is significantly skewed toward the right due to the difference between the min and max values.
   2. After looking at the data there is a large amount of variability amongst both the successful and failed Kickstarter campaigns. Despite this the successful campaigns seem to have the greater variability, with a far larger range of possible outcomes. Whereas the unsuccessful campaigns have a much smaller degree of variance across its range of values with most of its data points falling with one SD of the mean, as well as a vast majority of the points resulting in fewer backers per campaign.