

1. Given the provided data, what are three conclusions we can draw about Kickstarter Campaigns?
 - People prefer theater and to be more specific, plays
 - May seems to be
 - Project with smaller goals (less than 1000) are the most successful and projects with larger goals (greater than 45000) are less likely to succeed
2. What are some of the limitations of this dataset?
 - This data represented only a small percentage of the total number of Kickstarter campaigns and may not accurately represent the date of all Kickstarter campaigns.
 - There is also lack of information on the Backers. We do not know which type of backers contributed to the successful campaigns.
3. What are some other possible tables/or graphs we could create?

A box and whisker plot would be useful to see if each campaign (successful and fail) pledged data to see if there are any outliers. Also, we could use a scatter plot on each campaign and the backer counter to see if there is any trends.

Bonus Statistical Analysis Questions:

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

The median summarizes the data more meaningfully due to some data points being exceedingly more than others.

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

There is more variability in the unsuccessful campaigns. It makes sense due to a smaller data set.