1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   1. When the goal is less, the success percentage is high and chances of failure or cancellation is low. For example, when the goal is less than 1000, the success is 71%, failure is 25% and cancellation is 4%. But when the goal gets higher like 50000, the success, failure and cancellation are 19%, 58% and 23% respectively.
   2. The number of campaigns started in December are comparatively low and lowest number of successful campaigns started in December.
   3. The most number of campaigns happen in the category theatre/plays with an approximate 2:1 success/failure ratio.
2. **What are some limitations of this dataset?**
   1. The mean of backers is affected by the outliers. For example, the mean of successful campaign backers is 194 and median is 62. This is because of the outliers like 20242 and 26457. This skews the mean to the outliers’ side.
3. **What are some other possible tables and/or graphs that we could create?**
   1. A chart to check if the duration (Date ended – Date created) affects the success and failure.
   2. A table and chart to check if there is correlation between Goal and Percent Funded.
   3. A box plot to identify the outliers in the number of backers.

**Bonus Questions**

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

Since there are outliers in the data, median summarizes the data more meaningfully.

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

Variance and Standard deviation is higher for successful campaigns than the failed campaigns. So there is more variability with successful campaigns.