1. The conclusions that we can draw from the Kickstarter campaign are that the musical campaigns were the most successful at 77%. The 2nd and 3rd most successful campaigns are film & video and photography at 57% and 46% success rates, respectively.
2. Some limitations of this dataset are that it does not include demographics of the backers, such as gender and income level. Having additional information can help see what types of people are backing different types of shows, and for future campaigns this will allow the campaigns to be pushed in more targeted areas.
3. An additional graph we can include would be a scatter plot that determines the correlation between the days a campaign is run and the percent that it is funded.

Bonus

1. The Median summarizes the data more meaningfully for both the successful and unsuccessful campaigns. There is a wide range of backers for both the successful and unsuccessful campaigns that can skew the average number of backers, so the median would give a more realistic picture.
2. There is more variability with successful campaigns since the standard deviation is more than 10x that of the unsuccessful campaigns. This makes sense because more people would be willing to back more popular campaigns, and typically the more popular campaigns are successful. While there are unsuccessful campaigns that have more backers than the average successful campaign, and there are successful campaigns with less backers than the average unsuccessful campaign, these can be seen as outliers.