1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* From the given data we can conclude that the number of successful Kickstarter are more than cancelled and failed.
* The success rate is higher till the range 1000 to 15000.
* Backers for successful campaigns are higher than cancelled and failed.
* The number of campaigns increased in the later years
* The category Theatre-plays has highest success rate

2. What are some limitations of this dataset?

- Of the 300,000 projects launched on Kickstarter only one third have made it through the funding process of which we have the data set of only 4,115 campaigns. The selected data set might show different results than the total data set with positive outcome.

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

a) We can create country wise and year wise Pivot and Charts to show the count of successful cancelled and failed campaigns.

b) We can analyze the average donations country wise, category wise and sub-category wise

Bonus Statistical Analysis

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

Neither mean nor median summarize the data more meaningfully in this case. There is a huge difference between minimum and maximum and data is likely to be skewed.

2. 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 amongst the number of backers of successful campaigns. This makes sense as a successful campaign may have a high goal, and this would usually require many backers to achieve. Successful campaigns may have also been successful due to their low goal, and this in turn only requires a few backers. A failed campaign would occur by having too few backers and not enough money pledged, so the numbers are likely to have a smaller variance compared to successful campaigns.