**Kickstarter campaigns**

1. Three conclusions we can draw about Kickstarter campaigns are

* Campaigns started in May and February have a higher success rate.
* Campaigns started in December and January have a higher failure rate.
* Campaigns in the music and theater category have more success than other categories.

2. Limitations of this dataset

* Accuracy of data collection and reporting

3. Other tables and graphs that can be created are ones showing

* Graphs showing number of backers/donators by category and sub-category
* Graphs showing amount of money donated by country of origin
* Table showing length of time to reach campaign goal vs amount funded

**Bonus Statistical Analysis**

1. Median summarizes the data more meaningful due to the presence of outliers when it comes to backers count.

2. There is more variability with the successful campaigns, variance and standard deviations are greater than unsuccessful campaigns. This makes sense because of the presence of outliers within the successful campaigns and also with failed campaigns, they will have a tighter distribution due to the fact there are less backers that contributed to the campaign, which would lead to less variance.