1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Campaigns in the theater category are highly popular, particularly the ‘plays’ subcategory
   * Both the greatest number of successful and failed campaigns occurred in 2015
   * Journalism is an unpopular category for Kickstarter
2. What are some limitations of this dataset?
   * The data is displayed across all countries; however, most of the data originates from the US (3038 Kickstarts out of 4114 Total).
   * Only the first 3 months in the year 2017 are captured in the dataset; later years are excluded.
3. What are some other possible tables and/or graphs that we could create?
   * A bar graph comparing total number of successful, failed, and canceled campaigns in each country
   * A pie chart showing percentages of successful, failed, and canceled campaigns for each year

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

The median is a more meaningful summary of the number of backers in successful and failed campaigns, as opposed to the mean. The variance is far too great in either instance, with too many potential outliers.

* 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 greater variability in the number of backers in successful campaigns. This makes sense; money cannot be raised without at least 1 donor. A successful campaign, therefore, must have at least 1 financial backer. Campaigns can fail solely by having no donors, or in the context of calculating variance, when x=0. With a greater number of instances where x=0, the value for variance will be lessened.