**Kickstarter Data Analysis**

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

Campaigns that begin in May have the highest success rate, while campaigns that begin in January and October have the highest failure rate.

Plays are the most common kick starters and have an equal rate of success and failure across all countries

Documentaries are the most successful in the sub category of film across all countries

Question 2: What are some limitations of this dataset?

The raw data does not tell how quickly the goal was met, it does not tell us why campaigns were canceled so there is no way to know if they would have ultimately been successful or failed. There is no way to know if the goals were realistic enough to see the project through to fruition. There is no data demonstrating why or why not people donate to specific projects.

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

Line graph showing success/failure rates based on start date for individual countries .

Stacked bar chart showing success/failure rate based on start date per category.

Bonus Questions:

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

I believe the mean summarizes the data more meaningfully than the median given the large disparity between the two. With a much higher average backer count for successful than failed campaigns it is obvious that factor was more important in determining a campaigns success.

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 a much greater variance for successful campaigns than for failed campaigns. This makes sense given the larger amounts of money, therefore larger number of backers needed to make a campaign successful. Where as failed campaign would have lower variance given that they had fewer backers, hence the failed campaign.