1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?  
     
   The subcategory “plays” is by far the most popularly submitted with a count > 1000 Kickstarter projects.  
     
   Journalistic projects are the least popularly submitted.  
     
   More projects succeed than fail or than be canceled.  
     
   Campaign success may decline in the winter.
2. What are some limitations of this dataset?  
     
   There are not enough entries submitted under the journalism category to be statistically significant with a small sample size of count < 24. Less insight can be gained from the journalism category specifically.
3. What are some other possible tables and/or graphs that we could create?  
     
   A breakdown of the percentage of projects that succeed versus fail for each category.  
     
   Average donation amount versus percent funded table.  
     
   Goal amount versus state graph.
4. Use your data to determine whether the mean or the median summarizes the data more meaningfully.  
     
   Mean summarized and normalized the data best.
5. Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?  
     
   Successful campaigns are more variable. This makes sense because failed campaigns have small backers counts closer to 0. With fewer backers, campaigns fail and cannot meet funding thresholds.