1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Theatre is the most successful across all countries.
   * August is the month of the most successful campaigns.
   * Technology had the most canceled campaigns.
2. What are some limitations of this dataset?
   * Backer Demographics (Age, Race, Socioeconomic Class)
   * Country/State Demographics
3. What are some other possible tables and/or graphs that we could create?
   * Percent Funded Pivot and Graph to see how Campaigns ran relative to their goals.
   * Campaign Duration to see how long the most/least successful campaigns run and cost.