1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Music has the greatest number of successes without failures.
   2. Plays are the most popular type of Kickstarter campaigns.
   3. June and July seem like the most successful months to start a Kickstarter campaign.
2. What are some limitations of this dataset?
   1. Lack of data on the backers such as location, any other campaigns contributed to, demographics, or payment type.
   2. Lack of data on the number of views or interest in a campaign.
   3. Reason for canceled campaigns.
3. What are some other possible tables and/or graphs that we could create?
   1. Table and/or graphs displaying percentage of completion by Category and Subcategory.
   2. Table and/or graphs displaying the association of the goal and its state.
   3. Table and/or graphs displaying the association of the country by state.