1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Certain subcategories were total busts (animation, child books, and food trucks) with nearly no success in the Kickstarting business.
   2. Certain subcategories were total success (classical music, non fiction, documentaries) with 0 busts.
   3. The early success of Kickstarting business led to a mass influx of Kickstarters. This lead to a significant higher failure rate as potentially more low-quality business’s attempted to go this route.
2. What are some limitations of this dataset?
   1. Not all kickstarters are created equal. The data set does not identify the business model of the kickstarters, the amount of money spent on advertising and marketing. It also does not identify the state of the overall economy over the time period.
3. What are some other possible tables and/or graphs that we could create?
   1. We could also create a table based on average donations per industry. We could also look at the “goal” needed per category and use that to potentially explain why some industry’s were more successful or unsuccessful. Was it because the goal was significantly less versus other industry’s?