1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The most campaigns (successful or failure) are by far are in theater.
   2. The number of campaigns canceled per month do not fluctuate month to month or even year to year.
   3. The campaign with the highest success to failure ratio is music.
2. What are some of the limitations of this dataset?
   1. Multiple currencies are used so you will need to convert in order to summarize values across countries.
   2. No detail is given for why failures or cancellations occurred.
3. What are some other possible tables/graphs that we could create?
   1. A line graph showing the amounts backed per month. Would have to be a graph per each currency because of multi currency. Could show a tendency for backers to be more generous in spring versus winter when Christmas presents need to be bought.
   2. Pie charts showing the breakdown of the parent categories for each outcome.