1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. There appears to be an inverse relationship between goal size and success rate.
   2. The subcategory seems to play a more important factor in the success of a campaign as opposed to just the category. For example, in the games category, both video games and mobile games had 0 successful campaigns, while tabletop games had 0 failures or cancels.
   3. It looks like the success rate is higher in the earlier years of kickstarter as opposed to the later years.
2. What are some limitations of this dataset?
   1. Certain categories have significantly more data points to work with than others, so it’s results could skew the overall data.
   2. We don’t know the company/group associated with each campaign, so we can’t see if success rate varies based on the amount of campaigns a company has started.
3. What are some other possible tables and/or graphs that we could create?
   1. Average donation per category/subcategory
   2. Average donation per year
   3. Success rate vs staff pick/spotlight