1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. Journalism has the lowest Kickstarter campaigns with all of them being canceled
3. The least common month to start a Kickstarter campaign is December
4. Tabletop games are the only successful game kickstart
5. What are some of the limitations of this dataset?

Unable to find the range or standard deviation of the backers of each Kickstart Campaign.

1. What are some other possible tables/graphs that we could create?

* Average Backers per Category/Sub Category
* Average Days the Kickstarter was open by their Goal
* Average Days open per Sub Category