1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Music and theatre categories have the highest success rate percentage. Theatre has the most crowdfunding projects, but not the highest percentage of successes.
   2. The US and GB have the highest numbers and percentages of success.
   3. The highest success rates happen between March and July each year.
2. What are some limitations of this dataset?

Non-monetary benefits of the successful events. No way to rank how many intangible benefits certain events have over others.

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

Success rate as a percentage of the total by category, subcategory, and country. Percentage rate of successes, failures, and cancels based on goals sizes.