1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The most successful categories for Kickstarter campaigns are Theater (839 successful campaigns/60% campaigns successful), Music (540/77%), and Film/Video (300/58%).
   2. Months to see the most successful campaigns are May (233), June (213), February (202).
   3. While Theater saw the largest total number of failed campaigns (493), The highest percentage of total failures are Food (70%), Games (64%), and Publishing (54%).
2. What are some of the limitations of this dataset?
   1. We do not have the complete data for 2017.
   2. While although Category is broken down into Sub-Categories, this still leaves us with a broad generalization. Theater for example seems highly successful however, what about the category makes it successful. Is it classical plays, comedies, dramas, dance, performance art, etc.?
3. What are some other possible tables/graphs that we could create?
   1. We could use a pie graph to show the total market share for each category.