1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Theatre and Music categories are the most successful, with plays being the most successful sub-category.
* Campaigns created later in the year, have a lower likelihood of success.
* % of funding is not indicative of a successful campaign, however all campaigns with <1% funded were cancelled or classified as failures.

1. What are some limitations of this dataset?

* Geo-political or macro-economic factors
* Limited info on why campaigns were cancelled

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

* Which countries have higher success rates
* Impacts of staff picks/spotlight as a promoter and impact of success
* How long it took for campaigns to be successes or failures