1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Success rates are higher with projects that have a smaller project goal
   2. The US had the most projects with a success rate of 54%
   3. The theater category had the most successful projects.
2. What are some of the limitations of this dataset? It appears the success rate of projects has dropped over the last few years but the project size has grown.
3. What are some other possible tables/graphs that we could create? We could’ve use Stacked line charts with markers.