1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Taking in data sets combined from the countries provided, the overall majority of campaigns that were started and successful are for categories under: theater, music, and film & video.
   2. Of theater kickstarter campaigns, plays are the most initiated sub-category of campaigns as well as successful. Of music kickstarter campaigns, rock is the most initiated and successful campaigns, whereas jazz and faith genres are the most failed genres. Of film & video kickstarter campaigns, documentary subcategories are the most successful whereas animation, drama, and science fiction are the least successful.
   3. May had the most number of successful campaigns and December had the least number of successful campaigns.
2. What are some of the limitations of this dataset?
   1. Successful campaigns may be biased by staff\_pick and spotlight, thereby potentially giving the successful campaigns more visibility for backers to sponsor. We don’t have data to see how many views each campaign obtained and how many of those views turned into backers.
   2. There is no data indicating if people who started campaigns also publicized their campaigns for backers.
3. What are some other possible tables/graphs that we could create?
   1. Graph: Success rate correlation with staff\_pick and spotlight to see if staff\_pick and spotlight have an effect on success rate.
   2. Graph: Goal price ($) compared to success rate to see if more expensive goals prices affected success rates.
   3. Graph: Duration of campaigns (start to end) compared to average donations to see the rate campaigns get funded.
   4. Table: create % successful, % failed, % canceled column. Then graph these against months to see which months had the most successful campaigns.