1. What are three conclusions we can made about Kickstarter campaigns given the provided data?
   1. The successfulness of both Theaters and plays exceeds the successfulness of the other Categories and sub-categories.
   2. Classical Music, Documentary, Electronic Music, hardware, metal, nonfiction, pop, radio and podcasts, rock, and shorts are fully successful
   3. The Sub-Categories that fully failed: animation, children’s books, drama, fiction, gadgets, jazz, mobile games, nature, people, places, restaurants, and video games
2. What are some of the limitations of this dataset?
   1. It is very hard to compare the numbers between the different categories because it is compressed data.
3. What are some other possible tables/graphs that we could create?
   1. A scatter plot of the different data points. To see what number the most of them are compacted around.