1. What are three conclusions we can make about Kickstarter campaigns given the provided data?

* On average there are about 150 successful campaigns a month
* Music has the best success rate to launch ratio
* Theater has the most launches

1. What are some of the limitations of this dataset?

* It has a pretty close fail or success rate so there is no data to say why certain kick starters fail

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

* We could make a success rate by country to see which country is using kickstarter the most so we can focus more marketing on other countries.