1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

Out of the 4000 Kickstarter campaigns studied, the highest rate of success were campaigns with goals of under the $1000 and then between $1000-4999. Goals asking for more and more money were less effective. Theatre by far had the most Kickstarters, with an overall success rate of over 60%. Journalism campaigns fared the worst with all of them being canceld, while Music campaigns had the highest success rates of all main categories (77%). Incidentally, May and June seemed to be the best time to start a campaign with December faring the worst.

One of the biggest limitations to this dataset are the total amount of data points. 4000 seems like a good amount, but when broken up to categories and sub-categories, most of the ranges are from 20 to a couple hundred.