1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
   * Theater industry is the top user for Kickstarter campaigns
   * Theater has also the highest success ratio
   * More campaigns succeed then fail and/or cancel combined
2. **What are some limitations of this dataset?**
   * The ‘Live’ status can affect a clear picture in the final analysis.
   * Would like to see how projects succeeded or failed after funding was received.
3. **What are some other possible tables and/or graphs that we could create?**
   * Would like to see a chart that shows avg time for a successful campaign to reach its goal.