1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Theater was the most successful category
* Plays was the most successful sub-category
* The number of projects that were succeeded reaches its peak in May and starts to drop towards the end of the year

1. What are some limitations of this dataset?
   * Backer’s information (Age, Gender, Salary. Etc...)
   * States of the country
   * The amount of time it took for the campaign to reach their goal
2. What are some other possible tables and/or graphs that we could create?

* How many campaigns were successful, failed, or canceled, or are currently live per the time between the campaigns started and ended.
* How many campaigns were successful, failed, or canceled, or are currently live depending on if the campaigns were selected as Stuff Picked.
* How many campaigns were successful, failed, or canceled, or are currently live depending on if the campaigns were on Spotlight.