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

* Generally, the lower the goal for the project the more likely it will be successful
* Kickstarter popularity peaked in 2015 and since been in decline
* The most popular category is Plays

What are some of the limitations of this dataset?

* There is no data past March 2017
* There is no info on what it takes to be a staff pic
* There is no information about profit for projects
* Foreign currency needs to be converted to a common currency for adequate comparison

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

* Are staff picks or spotlight projects more likely to lead to a successful project
* Does the size of contribution influence the likelihood of a success