1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The most successful months since 2009 have been February, May, and October.
   2. The least successful months are March and September.
   3. The month with the most failures is September.
2. What are some of the limitations of this dataset?
   1. I believe one of the limitations we are seeing is that while some campaigns in the same categories are doing well, some are not.
3. What are some other possible tables/graphs that we could create?
   1. Charts to analyze Month/Year charts.
   2. We could create line charts for live projects to keep up with the success.