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

* Overall, more kickerstarter projects succeed than fail or are cancelled. One interesting exception to this are projects that launch in December, which had more failures than successes.
* Theater is the most popular category of kickerstarter projects, and plays are the most popular subcategory in theater.
* Technology is a particularly tough project category on kickerstarter: all gadget and web projects failed or were cancelled, and only 20 out of 200 wearables projects succeeded.
* What are some of the limitations of this dataset?
* What are some other possible tables/graphs that we could crate?
  + Table/graph examining the relationships between project state/percent funded/backers count and staff pick/spotlight.
  + Table/graph examining the most & most successful project categories by country
  + Table/graph examining length of time before deadline and project success/failure