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 is 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?
  + Although we can convert the time stamps into dates, with the data given it is harder to determine how long the project was “open”, i.e. the length of time between when it was launched and when its deadline closed. Without this, we can’t determine whether there is an optimal time for a project to be “open.”
  + Finer-grained geographical detail, like city and state, for projects and backers would be helpful to see where projects are concentrated, and where backers are relative to project locations
* 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