1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The top 3 categories which includes the greatest number of successful Kickstarter campaigns include theater (839), music (540), and film & video (300). The bottom 3 categories include food (34), games (80), and publishing (80). Of the campaigns provided, 53% succeeded, 37% failed, 8% were canceled, and 1% were live.
   2. Across all categories, the number of successful campaigns generally decrease after May (from 233 to 111 by December). The number of failed campaigns generally increase after April (above 103). The number of canceled campaigns tends to be consistent throughout the year (between 20 and 44).
   3. Within the subcategories of the theater category, generally half of the sub-categories succeed or fail. The most common and most successfully sub-categories within the music category include indie rock and rock. Animations and drama, which are part of the film & video category, are the most failed campaigns (they see 0 success within this category).
2. What are some limitations of this dataset?
   1. The dataset includes an unequal number of results per year, so some years could be overrepresented or underrepresented. The campaigns are funded with different currencies, so the data could be misrepresented due to those differences.
3. What are some other possible tables and/or graphs that we could create?
   1. Pivot chart of the success of campaigns by country.
   2. Pivot chart of the success of a campaign by whether or not it was a staff pick or a spotlight campaign.
   3. Pivot chart of the amount of time required for a successful campaign (from start to finish).