1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Parent category of “Theater” had the highest number of successes, nearly doubled the failures in that category
   2. The subcategory “plays” took the lead for “theater”
   3. Theater had the highest number of successes in May
2. What are some limitations of this dataset?
   1. The amount of time they all had to reach their goal was inconsistent and factors for being canceled
3. What are some other possible tables and/or graphs that we could create?
   1. We could create a graph that showed “state” v “months active”