1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * The category with the most campaigns represented was theater with its sub-category plays having the largest amount of campaigns. A conclusion can be drawn that most projects that seek crowdsourced funding are theater productions.
   * Most categories have more failed/cancelled campaigns than successful ones. Campaigns listed under categories other than film & video, music, and theater are more likely to fail. Journalism campaigns have the lowest rate of success.
   * In the games category, table top campaigns were more successful than mobile and video games indicating that people are more likely to support the creation of a physical game than a virtual one.
2. What are some limitations of this dataset?
   * The dataset does not include every Kickstarter campaign launched, only a sample size. It does not indicate how much money was donated each day of the campaign. The rewards promised by each campaign nor the donation levels are listed.
3. What are some other possible tables and/or graphs that we could create?
   * Average donations for each state and category to help visualize if successful campaigns had a higher average donation compared to failed or cancelled campaigns; Staff Pick/Spotlight for each state to see if promoting campaigns within Kickstarted correlates with success; Goal amounts across categories/states