1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* The category “Music” has the highest rate of success
* Campaigns with goals under 1000 have the best chance at successfully reaching the goal
* The higher the campaign goal, the less likely of successfully reaching the goal

1. What are some limitations of this dataset?
2. What are some other possible tables and/or graphs that we could create?

* Percent successful/failed/canceled based on category
* Average amount donated per category/sub-category
* Launch Date outcomes by Year
* Success/Failed/Canceled comparison by country