1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Kickstarters relating to music have the highest chance of being successful
   2. Plays are the largest sub-category of kickstarters
   3. Kickstarters relating to food are most likely to fail their fundraising
2. What are some of the limitations of this dataset?
   1. Sample size might not be large enough by type to draw definitive conclusions about success rate
   2. There is no information about kickstarter performance after goal is met
   3. There is no data about potential rewards for successful kickstarters
3. What are some other possible tables/graphs that we could create?
   1. Outcome of kickstarters by country
   2. Amounts needed per kickstarter by category
   3. Average donation size by category