1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Theater and music projects are the most popular and the most likely to be successful.
   2. Technology projects are equally likely to be canceled or fail as they are to be successful.
   3. Projects with lower goals are more likely to be successful compared to projects with higher goal donations.
2. What are some of the limitations of this dataset?
   1. There are lots of outside factors which can impact a kickstarter projects success that we can’t measure here. Campaigns that are featured on something like Shark Tank or that are backed by a celebrity may be more successful due to the publicity compared to products with less publicity. Some projects may also have had publicity before starting which could increase their success rate. One example being the recent Veronica Mars movie. That was a large project but was successfully crowdfunded (on Kickstarter). It also can’t tell which projects may have been purposely small or local, like an animal shelter or a community garden) and which may have been intended to be a large scale commercial product like Tile or something similar. A smaller intended audience that is more invested will most likely fund a project more easily than a large project. We also can’t tell from this dataset if projects may have been reposted or rebooted.
3. What are some other possible tables/graphs that we could create?
   1. A graph similar to the bonus graph but comparing staff picks to non-staff picks. We could see if the staff picks are more or less successful than non-staff picks.
   2. A graph/table comparing average donation to the overall goal. Do people give more when the goal is higher or lower?
   3. A graph comparing the time the campaign was available (date created-date closed) to state and/or to goal. Are projects open for more time more or less successful compared to their goal?