1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. The Category, “Theatre“ and sub- category, “Plays” has the highest proportion and number of successful kickstarter campaigns
3. The summer months of May, June, July seem to be the best time to start a successful campaign
4. Journalism is the worst industry to get involved in though Kickstarter.
5. Rock music is the most successful sub category under the music categories.
6. What are some of the limitations of this dataset?
   * The data set does not have enough ‘live’ campaigns (50), this is not a good representation of current kickstarter statistics
   * The data set does not cover every kickstarter industry/category
7. What are some other possible tables/graphs that we could create?
   * We could make a boxplot to see if any outliers are present in the data (certain month, category, sub-category that stood out).
   * We could make a pivot table comparing the state (successful, failure etc.) of the companies to the excess amount they were pledged (which could be more or less than their goal).