1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Campaigns in Categories film & video, music, and theater have a higher success rate
   2. The highest frequency was in plays, but there are plenty of categories that have a 100% success rate
   3. Projects launched is December are more likely to fail than succeed.
2. What are some limitations of this dataset?
   1. We need to understand how they set their goal, and if reaching that goal impacted their success. We need to understand what they were hoping to do with that goal amount, and if after reaching that goal if there were other factors that then required more funding
   2. We also know if the projects met their goal, but we don’t know if the projects themselves succeeded.
3. What are some other possible tables and/or graphs that we could create?
   1. We can look to see if the opportunity was “Spotlighted” and the impact that has on success
   2. We could see how the number of backers influence the goal attainment