1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Kickstarter is not an ideal platform if you are wanting to source crowdfunding for a journalism project.
   2. Theater projects are the most common projects on Kickstarter with the majority of the category being plays. Roughly 2 out of every 3 Kickstarter plays succeed in meeting their funding goal.
   3. Historically, December is the month with the least number of launched projects on Kickstarter.
2. What are some limitations of this dataset?
   1. There is no category for cancelation reason. This would be helpful to understand why project owners would cancel projects despite meeting their funding goals.
   2. There is no date of goal met to see how fast or slow certain categories meet their goal.
3. What are some other possible tables and/or graphs that we could create?
   1. You could create a graph that displays the success of projects that were given a spotlight versus projects that were not.
   2. You could create a pie chart showing categories by the number of backers they have.