1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theatre, specifically plays, are overwhelmingly popular on Kickstarter and over half of these campaigns are successful.
   2. Both successful and unsuccessful Kickstarter campaigns tend to be launched at the beginning of the year and the numbers dwindle near the end of the year.
   3. Campaigns with lower goals are substantially more likely to succeed. There is a steady decline in success rates as goals increase and outcomes are first evenly split at the $20,000 threshold.
2. What are some limitations of this dataset?
   1. There isn’t data on the level of publicity each campaign receives. A campaign that would otherwise go unnoticed might get tweeted out by someone with large social media reach; alternatively projects with larger visibility might do well despite having very large funding goals.
   2. It was unclear whether the goal amounts were standardized and listed in USD and if the currency label was just to indicate the currency used in each country or if the goal amounts were listed in the respective currency.
   3. Kickstarters often offer exclusive backer rewards and it would be interesting to see whether the inclusion of such rewards makes a difference in outcome.
3. What are some other possible tables and/or graphs that we could create?
   1. Tables using percentages rather than counts would produce a better picture of success.
   2. Amount of time a campaign is open vs outcome
   3. Spotlight status vs outcome
   4. Start/end dates filtered by category/subcategory vs outcome