1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The number of successful projects decreases in December.
   2. The “plays” sub-category had the most projects created.
   3. The US created most of the projects submitted to Kickstarter.
2. What are some limitations of this dataset?

The dataset is outdated as it is only current up to 2017.

1. What are some other possible tables and/or graphs that we could create?
   1. A country’s total number of project submissions
   2. The most popular projects within certain countries
   3. The most popular seasonal projects