1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Music is the most successful campaign
   2. Jounralism doesn’t get funded
   3. Food and Games have a high fail rate
2. What are some limitations of this dataset?

Limited knowledge of dataset. There is a discrepancy of the instructions to table instructions which lends itself to interpretation.

1. What are some other possible tables and/or graphs that we could create?
   1. Scatter plot based off category and donation