1. **What are three conclusions we can make about Kickstarter campaigns given the provided data?**
   1. No one wants to fund Journalism through Kickstarter
   2. Entertainment is king. The three most successful categories are entertainment based, with theater being the runaway winner.
   3. As you might imagine, Larger goals are more difficult to reach. They’re also canceled more frequently.
2. **What are some of the limitations of this dataset?**
   1. We don’t know the distribution of when pledges are made. As in, are they heavily weighted toward the beginning, do they trickle in steadily, etc.
   2. We don’t know how much these campaigns were promoted through social media or other marketing outlets.
3. **What are some other possible tables/graphs that we could create?**
   1. Charts displaying average donation/backer count would be interesting.
   2. The effect of a campaign being spotlighted.
   3. Length of campaign in relation to success rates.