1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The highest type of campaigns launched in Kickstarter is Theater with 1,393 launched within date range of provided data. 839 successful campaigns, however also has most failed at 493.
      1. Within Theater, Plays have the largest successful campaigns at 694, but also has the highest failed with 353.
   2. Technology campaigns have the worse success rate of 35% as well as the most cancelled and failed vs campaigns launched (with launched campaigns over 500). This is probably due to R&D/ overall production costs.
   3. By looking at the data provided, it seems that plays are the most successfully funded campaign types since Kickstarter began.
2. What are some of the limitations of this dataset?
   1. If provided, we might be able to determine if geographic location plays factor in campaign success/failure (example: City & State in US).
   2. Cancellation reasons? If available, it could provide more insight for more successful campaigns going forward.
   3. Years 2009-2013, there have only been an average of 161 campaigns launched. Years 2014-2016 has an average of 1,050 launched. 2017 data incomplete.
3. What are some other possible tables/graphs that we could create?
   1. I created a pivot bar chart showing years and count of campaigns launched. I used this to show a limitation of the dataset as mentioned above in 2-c.