1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Funding theater plays are the most common Kickstarter campaigns.
   2. Music campaigns have the highest chance of success, while campaigns in food have the highest chance of failure.
   3. Campaigns running in December have the lowest chance of success while campaigns running in May have the highest chance of success.
2. What are some limitations of this dataset?

This dataset only shows information available by country. Regional variables within countries could affect how people spend money, and thus what funds are available for various campaigns. We also don’t have any information of distribution of donations across the duration of campaigns.

1. What are some other possible tables and/or graphs that we could create?

We could look at the relationship between staff picks and campaign states with a bar chart. Using the launched at and deadline dates, we could also calculate the duration of each campaign, then use a line chart to demonstrate the relationship between duration and percent of the campaign that’s funded to get an idea of the average “active” lifespan of a campaign.