Kickstarter Campaign Data Analysis

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * While many Kickstarter Campaigns Fail and/or get Canceled; they are generally successful
   * Campaigns with an Entertainment Theme tend to yield the most success.
   * The Success and Failure of Technology based Campaigns are pretty equal.
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?
   * Analyze Data based on Country