1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theater category have the highest number of successful campaigns (and also the highest number of failed campaigns), followed by music. Technology is most often cancelled.
   2. Plays sub-category has by far the most successful campaigns. The likely driver of the Theater category.
   3. Quarter 2 has the largest grand total of campaigns and most successful campaigns. Quarter 4 has the fewest of both.
2. What are some limitations of this dataset?
   1. We have no data on the type of contributor to donate to a campaign. It could be the case that successful campaigns achieved success by effectively marketing to a specific demographic of people more likely to donate to campaigns in the first place.
   2. We have no measure of how good these ideas are, or how much work is required to achieve it. It seems reasonable that people are more likely to donate to a campaign that has a unique or useful goal. They also might be unlikely to donate if it seems like an unrealistically large amount of work.
   3. We don’t know the distribution of donations across backers. There could be a relatively few number of backers contributing the bulk of the donations to successful campaigns, making the average donation statistic misleading. (e.g. really rich people like the theater)
3. What are some other possible tables and/or graphs that we could create?
   1. I would like to see how the distribution varies across some of these statistics (i.e. backers\_count, pledged, etc.) for different categories and sub categories. I would probably make a box and whisker plots to visualize that.