1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * “Music” has the highest success rate (79%) of all project categories
   * “Rock” is the most popular Music subcategory and has a success rate of 100%
   * Projects launched in May have the highest success rate (61%)
2. What are some limitations of this dataset?
   * Goal/Funding is reported in different currencies making the % Successful/Failed/Canceled analysis slightly misleading.
3. What are some other possible tables and/or graphs that we could create?
   * Average Donation by Category
   * Average Donation by Subcategory