1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Worldwide, kickstarter campaigns that deal with the Fine Arts (Music, Cinema, Theater) are the most likely to succeed. The most common type of campaign are plays, having over one thousand data points. Plays end up having the highest amount of successful campaigns, as well as the highest amount of failed campaigns.
   2. Campaigns that deal with rock music nearly always succeed.
   3. Within the US and Worldwide, food campaigns only tend to do well if they are for small batches.
   4. Journalism campaigns do not traditionally do well and are not very popular, having the least amount of campaigns across all categories.
2. What are some of the limitations of this dataset?
   1. One limitation that comes do mind is that the sub-categories could be further broken down, allowing the analysis of, for example, what types of plays do well, and which tend to fail. If the sub-categories were further broken down, one could easily identify trends within a sub-category to get a better idea for what makes a successful campaign in a category successful!
3. What are some other possible tables/graphs that we could create?
   1. By creating tables and charts that pertain to the monetary data given, one could plot percent funded by category, or even measure how the length of a campaign relates to it’s funding. In addition to these, one could analyze the average donations per category in order to identify what types of campaigns people tend to spend more money on.