1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. There were more Theater projects than any other type
   2. Music had the highest percent of success at 77% followed by theater with a 60 percent success rate.
2. What are some of the limitations of this dataset?
   1. Would have been helpful to know weather information as this could have an impact on the success or failure rate.
   2. Don’t know much about the sample details. Would like to know if it was random, what percent etc.
3. What are some other possible tables/graphs that we could create?
   1. By type of project
   2. By Country
   3. By Timeline