1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Music seems to be the most likely category to get funded.
   2. Theater plays are the most kickstarted campaigns and are funded about 60% of the time
   3. Campaigns that start in December are the least likely to get funded.
2. What are some of the limitations of this dataset?
   1. This data set does not take into when the funding actually succeeded. For example, it doesn’t show that x% become successful after 20 days or something like that. That data could be useful to forecast the likelihood that a live project will fail by funding at a certain point in their campaign.
3. What are some other possible tables/graphs that we could create?
   1. The separation between spotlighted campaigns and non-spotlighted campaigns seems to be a pretty strong signal of whether or not a campaign will be successful, so a column graph of spotlight state, success, as well as category.