1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Music, Film and Video, and Theater are the 3 top highest categories that are successful.
   2. The highest number of kickstarters are plays.
   3. The highest success % is in music.
2. What are some of the limitations of this dataset?
   1. The data set is just a sample, but having a bigger sample will give us more accurate %.
3. What are some other possible tables/graphs that we could create?
   1. Success Rates by Category
   2. % Funded by Outcomes
   3. Spotlight vs Non Spotlight Success Rates