1. What are three conclusions we can draw about Kickstarter campaigns?

* Globally, theater has the highest number of successes of kickstarter campaigns of any parent category (from State Per Category Sheet)
* Globally, plays have the highest number of successes of any kickstarter sub-category (from State per Sub-Category Sheet)
* In 2010, June had the highest number of successful kickstarter campaigns (from State over Time Sheet filtered to year 2010)

1. What are the limitations of this dataset?

* Dataset only goes up to the year 2017
* This dataset is only a sample of the vast number of kickstarter projects
* Success is only defined as meeting the fundraising goal, does not truly determine if the project was a success once completed (ex: could put a column for backer satisfaction post-project)
* Data does not include the number of repeat backers

1. What are some other possible tables and/or graphs that we could create?

* Number of backers per parent category
* Number of backers per sub-category
* Number of backers by month of the year (to see if perhaps there a month people are feeling particularly generous)
* Average donation per parent category
* Average donation per sub-category
* Amount pledged per parent category
  + Can be filtered by country
  + Can be filtered by year
* Relationship between staff picks and number of successes vs. failures
* Comparing number of project successes per parent category throughout the years
* Comparing projects that were spotlighted and the number of successes vs. projects that were not spotlighted