1. The three conclusions we can make about Kickstarter given the data are:
   1. Your Kickstarter campaign is most likely to fail when it is in the games category.
   2. Kickstarter campaigns are most likely to be successful when they occur in June; the fewest campaigns are started in December, and this is the only month in which a campaign is more likely to fail than succeed.
   3. If a Kickstarter campaign’s goal is greater than $15,000 it is more likely to fail than succeed.
2. 75% of the campaigns occur in the US. This may be an intrinsic trait of the dataset, however it makes it difficult to compare differences between countries.
3. Other tables or graphs we could create include determining if being a staff pick or spotlight campaign increased the chance of the campaign being successful. We could also perform natural language processing on the campaign name and description to see if any words or phrases correlate to successful or failed campaigns. We could also analyze how campaign outcome varied year over year.