1. What are three conclusions we can make about Kickstarter campaigns give the provided data?
   1. Based on outcomes and goals we can determine the more money a campaign is asking for the more likely it is to fail. Vice versa the less money a campaign is asking for the more likely it is to be successful. Given that projects do not get to keep the money if they do not meet the goal it would be advantageous for projects to have lower budgets and goals.
   2. We can see based on data that the theater category has the most overall campaigns and within that the sub-category plays is more popular that musicals or spaces.
   3. Journalism has the fewest count of campaigns only having 24 campaigns in total. All which were cancelled.
2. What are some of the limitations of this dataset.

The biggest limitation of this data set is not being able to see how the campaigns were marketed. We cannot see how many people saw each campaign. It can be assumed that campaigns that were marketed better had a higher chance of being successful. It would be useful for other campaigns to see what marketing strategies were successful in the past so they can apply those strategies to their own campaigns.

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

Another table that would be helpful in analyzing this data would be an equal comparison of currency and goals. The goal should be set into a single currency then the graph of outcomes and goals should be re-run for greater accuracy.