1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Top 3 categories for success are Theater, Music and Film
      1. Between these three, Music has the best success to failure ratio, followed by Theater and Film
   2. Within Theater, plays are the best performing subcategory
      1. Within Music, rock is the most successful musical genre on Kickstarter
      2. Within Film, documentaries take the cake
   3. Between 2009 and 2014 Kickstarter was doing well, with most projects being successful
      1. Starting in 2014, Kickstarter began to see a surge in both number of projects but also the ratio of failed projects to successful ones.
      2. This may be because starting in 2014, Kickstarter began to expand internationally into EU and beyond.
2. What are some of the limitations of this dataset?
   1. We only have data up until 2017, therefore we cannot compare the latest data to see what trends are coming up and what might be predicted for the future
   2. We do not have access to live data
3. What are some other possible tables/graphs that we could create?
   1. We could create a map and plot out which countries have the most successful Kickstarter campaigns
   2. We could also use this to see which categories dominate in which countries
   3. We can test for the statistical significance of the correlation between goal verses success
      1. Kickstarter claims that the lower the goal, the better the chances of winning