1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theater is the category with the highest number of overall submissions
   2. Submissions with lower funding goals have the highest likelihood of success
   3. Failed campaigns had the smallest degree of variability in their number of backers
2. What are some limitations of this dataset?
   1. Actual donation data would be useful in predicting what size donations submissions in different categories could expect—we only have access to averages, which may not be reliable depending on the variability of donation sizes.
   2. There doesn’t seem to be a data dictionary tied to this dataset? It would be useful in designing analyses around some of the less obvious columns, like “spotlight”.
   3. Data on how many hits / how much traffic each Kickstarter campaign received would be interesting. It would be especially good when compared to backers, since the ratio between the two would give some indication of how likely similar campaigns would fair with higher / lower visibility. We could also track trends amongst those campaigns with the highest / lowest traffic as a means of predicting what changes or components would serve future campaigns well.
3. What are some other possible tables and/or graphs that we could create?
   1. Average donation size by category / sub-category (see above answer for expected limitations / caveats)
   2. “Seasonality” of submissions by category / sub-category