1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Majority of total campaigns are in the ‘theater/play’ category and sub-category.
   * Total number of campaigns are heavier in the first two quarters of the calendar year.
   * Success rate is higher than failure rate. Canceling rate is the lowest.
   * If campaigns did not meet their goal threshold, they failed or were canceled. Not all canceled campaigns failed to meet their goal though.
2. What are some limitations of this dataset?
   * Data set is lacking definitions of categories and sub-categories; can we trust the category and sub-category limitations are the same for all campaigns?
   * Data set does not explain the criteria for canceling campaigns.
3. What are some other possible tables and/or graphs that we could create?
   * Tables/graphs that take a deeper dive into what categories had the highest/lowest percent funded.