1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Out of all the parent categories, “theatre” has the highest number of successful campaigns, but it also has the highest number of failed campaigns
   * Out of all the sub-categories, “plays” has the highest number of successful campaigns, but it also has the highest number of failed campaigns
   * The month of May has the highest number of successful campaigns
   * Overall, there are more successful campaigns than failed and canceled.
2. What are some limitations of this dataset?
   * The number of successful campaigns for a category / sub-category does not necessarily show significance. The successful rates (percentage) or failure rates (percentage) should have been calculate for each category / sub-category to show a better analysis.
3. What are some other possible tables and/or graphs that we could create?
   * Create a graph to compare the number of successful, failed, and cancelled campaigns against different countries
   * Calculate the successful and failure rates for each category then create a graph
   * Calculate the average duration in number of days of the successful campaigns