1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Drama, hardware, rock music, and jazz campaigns have high success rates.
   * Theater and music have the largest saturation.
   * Journalism campaigns are scarce and tend to fail.
2. What are some limitations of this dataset?
   * Dataset is small and does not represent all of Kickstarter.
   * Dataset is outdated and could be misleading to someone looking for current information.
3. What are some other possible tables and/or graphs that we could create?
   * Average donation per category
   * Average donation per sub-category
   * Trend of successful and failed campaigns by date
   * Staff-pick/success ratio
   * Spotlight/Success Ration
   * Time live/success ratio
   * Successful campaigns by country