1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Most Kickstarter campaigns are plays
   2. From 2009 to 2017, Campaigns tend to be more successful when launched around May and are far less successful when launched at the end of the year.
   3. Very few Kickstarter campaigns are in journalism and they have always been canceled.
2. What are some limitations of this dataset?
   1. It doesn’t account for the origins of the backers\_count
   2. The dataset assumes that if the Kickstarter campaign did not make its goal, the project was not a success elsewhere.
3. What are some other possible tables and/or graphs that we could create?
   1. A bar graph for sub-category and backers count to see where most interest falls.
   2. A stacked bar graph to see the states of each country