* Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

1. The highest number of Kickstarter campaigns are in arts and culture, with the top 3 categories being theater, music, and film & video. Although theater has the highest number of failed campaigns, it also has the highest number of successful campaigns among all categories.
2. Among all sub-categories, plays far exceeds all others in terms of number of total campaigns, failed campaigns, and successful campaigns.
3. The most successful campaigns tend to begin during the summer months, peaking in May.

* What are some limitations of this dataset?
  + This dataset has significantly more US data than any other country. It is unknown how these 4,000 projects were chosen to be included in this dataset, so it may not be accurate to make generalizations for other countries.
  + This dataset contains data up to 2017, so it does not contain the most recent Kickstarter data.
* What are some other possible tables and/or graphs that we could create?
  + Number of backers per country per campaign
  + Amount of money raised per country per campaign
    - Convert foreign currency to USD
  + Length of campaign of successful vs. failed campaigns
  + Difference in amount pledged vs. goal amount for successful campaigns vs. failed