1. Given the data, many conclusions about Kickstarter campaigns can be drawn, but to name a few briefly, some more obvious ones would be:
   1. Arts based campaigns are most likely to succeed, with Theater, Music, and Film & Video having the highest number of successful campaigns
   2. Editorial campaigns are least popular, with Journalism and Photography having among the lowest amount of support
   3. Far and away, Kickstarter is an extremely effective way of funding plays, with, by a huge margin, the most number of successful campaigns being dedicated as such
2. This dataset is imperfect, and does not contextualize some major contributing factors to the success or failure of a campaign, e.g. advertising budget, effectiveness, audience reach, etc.
3. Beyond the provided, one could potentially design a graph illustrating how much over goal successful campaigns tend to run across various fields, illustrating not just how many were able to meet goal, but how many were able to gain support exponentially larger than requested.