1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * One conclusion we can draw is that the most successful campaigns start in the beginning of the year.
   * Another conclusion is that theater campaigns are the most requested and have the largest number of successes. But music campaigns are the more successful at a higher percentage of the time.
   * Additionally, we can conclude that the Kickstarter is most popular in the US as 3,038 of the total campaigns were located there.
2. What are some limitations of this dataset?
   * One limitation to the data set is we are only looking at 4,000 of the 300,000 campaigns and I am not sure this is a large enough sample size regarding the population.
   * Also, it is hard to draw conclusions on why or why not the campaigns are successful or unsuccessful given that we are looking mainly at the category.
3. What are some other possible tables and/or graphs that we could create?
   * We could look at the correlation between the number of backers compared to the percentage of the goal funded.
   * We could chart if the goal compared success rates, seeing if a lower/higher goal led to higher or lowers fail/success.