1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The most successful Kickstarter campaigns were on the Theater Category.
   2. Plays were the most successful Kickstarter Sub-Category.
   3. Kickstarter campaigns with a launch day in the month of May were most successful.
2. What are some limitations of this dataset?
   1. Additional key dates would be beneficial to gain a better understanding of how Kickstarter campaigns operate. For instance, we could use the date when the goal was reached, or the cancelation date. Also, it would help to know web traffic metrics per campaign to gauge popularity vs backers.
3. What are some other possible tables and/or graphs that we could create?
   1. Create a table with State on the rows and Staff\_Pick on the columns. This will help to determine how campaigns are affected by these.
   2. Create a table with Country on the rows and State on the columns. Then create a 100% stacked column bar graph to compare which percentage of campaigns were successful by country.