1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The majority of projects on Kickstarter are successful in their funding.
   2. Projects based on fine arts(Film, theater, etc.) are a good fit for Kickstarter and highly successful.
   3. Kickstarter is not a good place to fund Animation, as they have not had any success funding projects on the platform.
2. What are some of the limitations of this dataset?
   1. There is no information on the background of the people behind these projects.
   2. There is no way to see the description or pitch of the individual projects, and this could easily dictate whether or not a project is successful.
   3. Looking strictly at whether or not a project is successful is not necessarily the best measure. Some projects could intentionally aim high knowing that they will not achieve it, hoping that people will donate more if they assume they are farther from their goal.
3. What are some other possible tables/graphs that we could create?
   1. A graph that shows the average amount pledged based on project type.
   2. A table that shows whether the month or time of year affects success/failure.
   3. A graph that shows whether projects were successful based on how much they were asking to be pledged.