1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Most kickstarter campaigns are successful.
   2. A majority of kickstarter successes are concentrated in the performance arts
   3. The earlier in the year that a campaign is started, the likelier it is to be successful.
   4. The smaller the campaign goal is, the likelier the campaign is to meet its goal.
2. What are some of the limitations of this dataset?
   1. The dataset is not close in representing the overall success rate of all kickstarter campaigns (~33%). This indicates there was possibly some selection bias. It’s also not clear whether the amount of plays in this sample is a gross overrepresentation of the overall population.
3. What are some other possible tables/graphs that we could create?
   1. I would also consider adding a graph to show the amount of successful campaigns were funded by backer count.