1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * We saw that there were more kickstarters for plays than any other category.
   * Kickstarter is a great tool to use for getting a product started. The amount of successful kickstarters remained well above the amounts failed or canceled.
   * We are able to see that there was more support for certain types of entertainment and the overall volumes of Kickstarter
2. What are some of the limitations of this dataset?
   * Outliers could be a limitation of this dataset. Outliers may throw off numbers such as average donation. We can expect that since this is donation based, 1 large donation could easily tilt the data.
3. What are some other possible tables/graphs that we could create?
   * I believe Pie graphs are a great visual to compare different categories. It provides an easier visual.
   * A bar graph could also provide an easier representation of the data since bars are very easy to read/understand.