1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. We can conclude that nearly 40% of all Kickstarter campaigns fail.
   2. Most of the successful projects are related to the arts category (e.g. music, film and theater), specially if they are plays (subcats).
   3. Both success and fail campaigns seem to uptick in the second quarter of the year, and then fall back towards the last quarter. Probably due to seasonality.
2. What are some limitations of this dataset?
   1. We’re limited to only a small sample (4,000) out of the entire universe.
   2. We’re limited to only nine categories.
   3. We’re limited to only a handful of countries.
3. What are some other possible tables and/or graphs that we could create?
   1. We could build a stack chart to look whether the goal had any correlation with their pledge amount, e.g. if the goals are higher, chances of getting funded past 100% may be harder.
   2. We could also build a scatter plot to look at how “staff pick” and “spotlight” may affect the ability to get funded.