1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * The Kickstarter campaigns with larger numbers of backers are more likely to be successful.
   * As the goal for a project becomes larger, the percent chance of the Kickstarter becoming successful decreases (and the amount that are either failed or cancelled is increased).
   * Kick-starters for film and video are much harder to complete successfully than theater projects. This is because the average goal for these two vary drastically, with film and TV goals being much higher.
2. What are some limitations of this dataset?
   * The dataset does not show how much time was committed to each project. While it does say start date and end date it doesn’t detail how much work was done between those days.
   * The data does not state how many people were working on each project, jus the financial backers.
   * The source of the data is unknown and therefore could be unreliable and inaccurate.
3. What are some other possible tables and/or graphs that we could create?
   * Average donation by category/subcategory
   * Percent funded by category
   * Percent funded by backer count
   * Duration of project and success rate