1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Using the graphs and pivot tables, it appears the Theatre category has a high count of projects and music has the highest percent successful of projects submitted. The subcategory of Plays has the highest count of submitted projects and the months do not seem to make a big difference, other than December which has a dip in successful projects.
2. What are some limitations of this dataset?
   1. The data is over a limited amount of time. We don’t know any characteristics of the backers.
3. What are some other possible tables and/or graphs that we could create?
   1. It would be interesting to see if the Staff Picks were good at predicting success. Also, if a certain country has more success than another and is there a correlation between the amount asked for and the success. Perhaps, if having more backers always provides more money or does that matter.