1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Theater performances (specifically plays) are by far the most common thing to request funding for followed by music then film and video.
   2. If you start a campaign in December you have a high chance of being unsuccessful
   3. Music ventures have the best odds of being successful and getting funded
2. What are some of the limitations of this dataset?
   1. This dataset is only results, there isn’t too much insight into what the people that were running the campaigns did to generate interest or how they got exposure for their project. In other words, the dataset is limited in its ability to give insight as to why the campaigns were successful.
3. What are some other possible tables/graphs that we could create?
   1. It would be interesting to look at the success and failure rates for campaigns that were “Staff Picks” and “Spotlighted”. This could give us some insight into whether or not projects are getting funded from Kickstarter’s website or if funding is coming ofr from people’s social networks.