1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* The categories with the most success out of the past 4000 projects are theater and music. And projects with goals less than 5000 are more successful, while projects with goals above 45,000 are less likely to succeed.
* The sub-category with the highest count of success out of the past 4000 projects are plays, but also had the most failed projects. The rock sub-category had no fails out of its 260 projects and can be considered the most successful.
* The month of May is the most successful month to launch Kickstarter projects and December has more failed projects than successful ones.

1. What are some limitations of this dataset?

This dataset only tested the past 4000 projects out of a scope of possible 300,000. Also, the majority of Kickstarter projects in this dataset were from the United States.

1. What are some other possible tables and/or graphs that we could create?

* A plot showing a goal amount vs pledged amount
  + Goal and pledged amounts by category and sub-category
* Duration of a project
* Outcomes by country
* If there was a possible way to analyze data by states because the US has so much input