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

* Given that the top 3 categories are theater, film & video, and music, we can conclude that many artists of various types are seeking funding via Kickstarter campaigns.
* Furthermore, by drilling down on these three categories, we can conclude that Kickstarter campaigns actually seem like a somewhat viable source of funding for these type of projects, considering all three had success rates greater than ~55% (although, it would be helpful to compare this figure to the total success rate across all campaigns).
* By examining the “success by month” line chart, we can see that Kickstarter campaigns are more successful in the first third of the calendar year. More information would be needed to come up with a “why” for this, however.

1. What are some limitations of this dataset?
2. What are some other possible tables and/or graphs that we could create?
   * I think it would be interesting to see what affect being chosen as a “staff pick” and/or being a “spotlight” campaign would have on the success rate of the Kickstarter (hypothesis would be that there would be a fairly strong correlation). We could also see which categories are more likely to be chosen as “staff picks.”