What are three conclusions we can make about Kickstarter campaigns given the provided data?

1. What are three conclusions we can make about KickStarter campaigns given the provided data
   1. Out of all countries present campaigns launched in May are more likely to be successful
   2. Out of all countries present theater campaigns were the most successful category
   3. Out of all countries present and theater campaigns plays were the most successful sub category
2. What are some of the limitations of this dataset?
   1. This data is only limited to the time from May 2009-March 2017
   2. Not all countries of the world are accounted for in this data; a large amount of this data is from the US
   3. Successful defined by this data means meeting or exceeding the campaign goal
3. What are some other possible tables/graphs that we could create?
   1. Scatter plot of how many backers each successful campaign had