1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Campaigns are less likely to succeed the higher their goals are.
   2. The theater category has the highest number of successful campaigns but not the highest percentage of successful outcomes based on goal.
   3. The number of successful campaigns created in December is significantly lower than campaigns created in other months.
2. What are some limitations of this dataset? This dataset doesn’t include some other criteria such as marketing efforts, etc. that could affect the outcomes of the campaigns.
3. What are some other possible tables and/or graphs that we could create? We could also create some tables that filter through the percentage of certain outcomes based on categories and subcategories, not just the sum of different outcomes.