1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. More than half of all Kickstarter campaigns are successful
   2. Almost a fourth of all Kickstarter campaigns falls under the category Theater/Plays
   3. 2015 is the most successful Kickstarter years with 567 successful campaigns from a pool of 1225 campaigns.
2. What are some of the limitations of this dataset?
   1. No currency information is available in the dataset provided and this affects the bonus calculation sheet as comparing amount/goal which has denominations in different currency under a single axis will yield inconsistent result.
   2. There is no information on how the companies fare after being successful in securing their goal via Kickstarter campaigns to see if they managed to be successful through the funding from Kickstarter.
   3. There is no information on company’s reputation to deliver on the promise of Kickstarter campaigns.
   4. Top backers cannot be identified using the data provided
3. What are some other possible tables/graphs that we could create?
   1. Percentage/Number of Kickstarter campaigns that are successful/failed/cancelled/live against
      1. Any given year
      2. Any parent category/subcategory
      3. Overall
      4. Staff Picked/Spot light
      5. Country
   2. Percentage/Number of Kickstarter campaigns that are staff picked /made it to spotlight against
      1. Any given year
      2. Any parent category/subcategory
      3. Overall
      4. Country
   3. Count of Kickstarter campaigns that exceeded the goal and categorize it by percentage.