1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Campaigns related to film & video, music, and theater seemed to have a higher amount of successful campaigns, compared to other categories. Of these categories, plays, rock music, and campaigns for specific theater spaces seemed to be the most successful. Of the failed campaigns, theater also seemed to have the highest number of failed campaigns.
2. What are some limitations of this dataset?
   1. The dataset does not account for promotion or returns to the backers. Occasionally, Kickstarter campaigns tend to send out prizes or gifts for certain donations, or even discounts towards the finished product, should the product become a possibility. These may account for how well certain campaigns may have done, and would provide a much more accurate picture of the funds raised.
3. What are some other possible tables and/or graphs that we could create?
   1. In my opinion, it would be interesting to see the relation between money raised and the length of time the campaign was open, from the data present in this set. From data not present in this set, I would be curious about the successful campaigns. How well did they perform in their initial year, as compared to their success in raising funds?