1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Campaigns in theater, music, and movies had the highest success rates
   2. Campaigns in food, games, and publishing were less successful
   3. Activity seems to spike in the summer (May-August), before dropping down and then briefly picking up again in the fall.
2. What are some limitations of this dataset?
   1. Upon reading the description, it appears some of the projects were already in progress and are using Kickstarter to help grow. Others are in the beginning stages. More data on the stage the project was in when they sought Kickstarter data would be useful, and the fact this wasn’t indicated is a limitation to exploring the meaning of the data.
3. What are some other possible tables and/or graphs that we could create?
   1. We could filter by country or continent to show trends by geographical area. We could also filter by category and then make charts of the success or failure of various subcategories within each category.