1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. A successful Kickstarter campaign succeeds around the times schools are on holidays.
   2. Theater has the highest success and failed rate.
   3. Technology is one of the biggest canceled events.
2. What are some limitations of this dataset?
   1. I did not see any limitations to this dataset, since a lot of information was included.
3. What are some other possible tables and/or graphs that we could create?
   1. I think another type of graph that could have been done would be a stacked column graph. By having the lines vertical and stacked on top of each other you would be able to see visually how they compared to each other visually.