1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Chronologically, it does not make sense to launch a campaign in December. This is intuitive as people tend to utilize their dispensable cash on holiday shopping.
   2. Music, theater, and film & video are the most successful categories, all proving to have successful campaigns most of the time. People are more inclined to support culture-based campaigns.
   3. The large number and success of the subcategory “plays” directly reflects the data we see for music and theater at the category level and has the highest number of successful campaigns.
   4. Considering all campaigns, there are more successful and live campaigns than failed and canceled. This shows that Kickstarter is an effective way to crowd fund, contradictory to the affirmation in our assignment that only 1/3 of campaigns had a positive outcome.
   5. Campaigns with monetary goals above 40,000 start to see a declining rate of success and an increase rate of failure.
2. What are some of the limitations of this dataset?
   1. The most apparent limitation of the dataset is that there are various currencies for each campaign making the comparisons bit convoluted. The pledged amounts are all in the national currency of the country that the campaign is based in.
   2. There is a limited amount of data for a number of the subcategories and it is difficult to draw conclusions about a number of these.
3. What are some other possible tables/graphs that we could create?
   1. I would be very interested to run additional analyses based on pledges and backers. For instance, how many backers do you typically need to have a successful campaign based on your goal? What is the pledge amount you need from each backer to be successful?