1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* Campaigns in the first half of the year tend to be more successful; December is the least successful month
* Music campaigns have a very high success rate (77%)
* Kickstarter is mostly used in North America (US/CA) and the UK. Other countries make up only a small % of its total campaigns.

1. What are some limitations of this dataset?

* It is dated; the most recent events are from 2017
* It is heavily skewed towards two categories (theater and music) which make up more than 50% of the campaigns

1. What are some other possible tables and/or graphs that we could create?

* Performance statistics by country
  + % of goal
  + Success rate
  + Average pledged
* The impact of a staff pick or spotlight on campaign performance