1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Kickstarter campaigns which involved either music or theater were the most popular category of submission, as well as the most successful.
   2. The success rate of campaigns seems to peak with lower goal amounts and steadily decreases as the goal amount goes up.
   3. While the canceled rate seems steady through every month of the year, the rates of successful and failed campaigns tends to rise as the year approaches the summer, and decreases as the year ends.
2. What are some of the limitations of this dataset?
   1. It’s unclear if the data set contains every Kickstarter campaign created from the creation of the website, missing data could provide a clearer picture of the websites campaign statistics.
3. What are some other possible tables/graphs that we could create?
   1. A graph comparing success rates by country
   2. A graph comparing success rate against average donation amount
   3. Comparing goal amounts by country, or country against average donation amount
   4. Average donation against category of campaign
   5. Category distribution of countries