1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. On Kickstarter from 2009 to 2017, music campaigns have been mostly successful whereas journalism campaigns have never been successful.
   2. Plays are the most popular type of Kickstarter campaign.
   3. Campaign start dates in May have the highest successes and the largest gap between number of successful campaigns and number of failed campaigns.
2. What are some of the limitations of this dataset?
   1. Successful campaigns may have failed before or may have been cancelled and restarted at another time. (Although this does not seem to be the case.)
   2. We don’t know how much money and time the campaign owners spent preparing before and after launching their Kickstarter. (E.g. promotional videos, graphics, etc.)
   3. The number of campaigns vary between different years (14 to 65 to 171, … to 1226), so one will have to keep this in mind when creating trend charts
3. What are some other possible tables/graphs that we could create?
   1. Trend tables in each category over the years
   2. Relationship between goal dollars and outcome
   3. Duration launched on Kickstarter and outcome
   4. Any repeats in campaigns launched?