1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theater campaigns were the most popular campaign type
   2. Theater campaigns were very successful
   3. Music campaigns higher % of successes than theater campaigns
   4. Spring was the best time to start a campaign
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?
   1. We could graph campaign success by country
   2. We could graph success based on # of backs
   3. We could graph success based on staff picks