**Kickstarter In Review:**

1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Most campaigns either succeed or fail, with very little overall cancellation rate once a campaigned is started.
   2. Successful campaigns were most often music or film and video.
   3. The most successful campaigns were directly related to plays – as they succeeded at double the rate as other sub-categories.
2. What are some limitations of the dataset?
   1. We are unaware of our sample size, we do not know how the creators of the campaign were able to market in order to increase outreach and donations, we do not know the reasoning / depth that influenced donation likelihood and amount donated.
3. What are some other tables and/or graphs that we could create?
   1. Pie graph showing the overall take-away of each category
   2. Pivot graph separating category to sub-category, with columns listing state of campaign, being able to being sorted by goal to see which raised more money