1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Though the Theater parent category has the highest number of successful projects, the music category has the highest success rate.
   2. Plays are the most successful sub category project (by count), but among the projects with 100% success, rock music has the highest count.
   3. Historically, projects created in May have the highest chance of success, however recent data (from 2016 onwards) indicates the projects created in February are the most successful.
2. What are some of the limitations of this dataset?
   1. Data only included for projects created between 2009 to April 2017
   2. Not all of the data is in the same currency, thus we are not able to accurately analyze comparatively with other projects.
3. What are some other possible tables/graphs that we could create?
   1. Pie graphs could be created, for example, to show how categories compare against each other among just successful projects.
   2. Scatterplots could be created, for example, to show the pledged amount for a particular category over a period of time.