1. Three conclusions we can draw about Kickstarter campaigns:
   1. Theatre campaigns, specifically plays, have the highest number of successes compared other types of Kickstarter’s.
   2. A campaign has a slightly increased chance of being successful if it is started toward the beginning/middle of the year vs the end.
   3. A music Kickstarter has the greatest odds of being successful in funding, both globally and in the US.
2. One of the limitations I found with the dataset is that the **Percent Funded** is being calculated using different currencies. Ideally the currencies would all be calculated to a common currency to better represent the whole data when comparing **Percent Funded** amongst campaigns.
3. One of the other graphs and tables that might be a good idea to create would be the number of backers relative to the success of a Kickstarter. This would possibly provide input into the level of marketing that has to be done to share the project and help improve the chances of success