1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The smaller the campaigns goal, the more likely the campaign is to be successful
   2. Music and theater campaigns are the most prolific, and tend to also be most successful
   3. There does not seem to be any real seasonality involved in timing of a campaigns launch or end.
2. What are some limitations of this dataset?
   1. This data set is limited because we do not know if successful campaigns actually deliver on their promises or not.
3. What are some other possible tables and/or graphs that we could create?
   1. A Pie chart would be a good way to show the breakdown of canceled/successful/failed campaigns .