1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Kickstarter projects are 53.8 % more likely to be successful, than to fail at 37.6 % or be canceled at 8.6%. If filtered by successful and failed projects only, Music (82%), theatre (63%), and film/video (63%) have the highest success rates and food (20%), games (36%), and publishing (50%) have the lowest success rates.
   * There are some subcategories that had a 100% success rate such as classical music, documentary, electronic music, metal, non-fiction, pop, radio, podcasts, and hardware. There were also subcategories that had a 100% failure rate such as children’s books, jazz, animation, drama, faith, fiction, food trucks, people, places, restaurants, translations, video games, web, and mobile games.
   * From May until September there was a sharp decrease in successful Kickstarter projects. The gap between successful and unsuccessful projects narrowed in this time period. The gap then began increasing from September until November. The gap then decreased from November until December. Failed projects than passed successful projects for December.
2. What are some limitations of this dataset?
   * Some of the limitations of this dataset are that the sample size is too small for the categories and subcategories. More companies other than Kickstarter need to be analyzed so that they can be compared with each other.
3. What are some other possible tables and/or graphs that we could create?
   * Looking at the states to see if which categories had the highest success rates and the highest failure rates is a graph that could be looked at.
   * Looking at how long the difference is between the date created and date ended variables.