1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The higher the goal of a project, in general, it is less likely to be successful
   2. “Theater” is the most popular category, while “journalism” is the least popular category of projects. “Plays” are the most popular sub-category
   3. The number of successful kickstarter projects gradually increased from 2009 to peak in 2015.. and dropped a little in 2016 and fell off a cliff in 2017
2. What are some of the limitations of this dataset?
   1. The data is concentrated on particular categories and sub categories
   2. The data is predominantly US based. A more worldwide data would would provide a better view
3. What are some other possible tables/graphs that we could create?
   1. A chart to show what category is popular with the backers
   2. A chart to see if projects have seasonality/ monthly nature to it.. i.e will the project be successful if it was started in certain months
   3. A chart to see if the duration of the project has bearing on its success or failure