1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Overall, Kickstarter campains are declining
   2. While Theater comprises the majority of campaigns, music accounts for the highest success rate.
   3. The US has the largest number of kickstarter campaigns
2. What are some limitations of this dataset?
   1. The limitations of this dataset are in only listing if the kickstarter campaing was successful by raising funds and not if the project in general was suscesful. Fully funded projects do not mean they will be successful.
3. What are some other possible tables and/or graphs that we could create?
   1. Other possible tables that can be added is for projects that were sucessfule, add the # of days it took to raise the funds to meet the goal.
   2. Another table and chart would be to have the # of suscessful projects by category