1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Of Kickstarter campaigns from 2009-2017, the top three most successful campaigns based on parent category are:
      1. Theater, 20.39%
      2. Music, 13.13%
      3. Technology, 7.29%
   2. Of Kickstarter campaigns from 2009-2017, the bottom three most successful campaigns based on parent category are:
      1. Journalism, 0.00%
      2. Food, 0.83%
      3. Publishing and Games, 1.94%
   3. Within Theater, Plays campaigns were the most successful sub-category, at 49.82%
   4. Within Music, Rock campaigns were the most successful sub-category at 37.14%
   5. Within Technology, Hardware campaigns were the most successful sub-category at 23.33%
2. What are some limitations of this dataset?
   1. I would have like to see more specific data on the backers. For example, if there were repeat donors or information on when donations were made throughout the campaign.
   2. The sub-categories could have been even more specific. For example, video games could be further divided into platforms or player style (first person, RPG).
3. What are some other possible tables and/or graphs that we could create?
   1. A Tree-map would have been another interesting way to see the varying states of categories and subcategories.