1.What are three conclusions we can make about Kickstarter campaigns given the provided data?

* + Theater (60% successful) and Music (77% successful) are the most successful categories
  + Rock Music (100% successful) and Plays (65% successful) are the most successful sub-categories
  + Technology projects have a third of a chance of being cancelled, so in essence, there’s only a 50% chance of success when it comes to technology. 100% Journalism campaigns have failed.

1. What are some of the limitations of this dataset?
   * The data pool is not large enough to make an accurate conclusion. To get accurate data, we might want to consider referring multiple resources like kickstarter.
2. What are some other possible tables/graphs that we could create?
   * We could track success rates by comparing them to countries as in seeing which countries had higher success rates