1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Music, theater, technology, and film and video seem to have the best outcome.
2. What are some of the limitations of this dataset?
   1. We are limited by no information from the demographic of this data set.
3. What are some other possible tables/graphs that we could create?
   1. We can scatterplot of outcome vs campaign and see the extent of the best outcome.