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

Kickstarter campaigns with smaller goals have a greater chance of succeeding. Campaigns for artistic endeavors like theater, music, or film have higher success rates than food, technology, or games.

*2. What are some of the limitations of this dataset?*

About three-quarters of the data was for campaigns based in the United States. It only takes in account campaigns from Kickstarter, not from other crowdfunding sites like Indiegogo, Patreon, or GoFundMe.

*3. What are some other possible tables/graphs that we could create?*

Duration of the campaign with successful/failed/cancelled. Percentage funded with category/subcategory. Average donation and/or number of backers with successful/failed/canceled. Average donation and/or number of backers with category/subcategory. Staff pick or Spotlight with successful/failed/canceled. Staff or Spotlight with percent funded.