1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Film & video, music, and theater are the most likely categories to succeed, each with over 50% success rate.
   2. As the amount of the goal increases, the rate of failure increases.
   3. The end of the year seems to be a bad time to launch a kickstarter, presumably because people have less money available to invest because of holiday spending.
   4. Never, ever, launch a venture or invest in anything related to Jazz (100% failure rate) 😊
2. What are some of the limitations of this dataset?
   1. For the bonus question we used the goal amounts to select brackets, but there were multiple currencies listed. To be correct, all the amounts should have been converted to a single currency. I created a new column and converted all goal values to dollars using a table I added with currency conversion rates and used that column for the bonus activity.
3. What are some other possible tables/graphs that we could create?
   1. Outcome by staff pick
   2. Outcome by spotlight