1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   * More than 1/3 of Kickstarter campaigns are related to theater with plays far exceeding any other subcategory
   * Music is the most successful category
   * Rock is the most prevalent music sub-category and has a 100% success outcome
2. What are some of the limitations of this dataset?
   * It does not tell you the cost per unit. For example, I can see the goal for Sparx was $60,000 but I do not know how many Sparx had to be sold to meet the goal.
   * I would be interested in how the item was advertised in looking at the outcome.
   * Are all Kickstarter campaigns that successfully meet their goal actually successfully rolled out? I would like to know if all successful campaigns were fulfilled.
   * I would be interested if the product went to market as a normal product after successful campaign
3. What are some other possible tables/graphs that we could create?
   * We could look at the average percent funded by category and subcategory
   * Outcome by country
   * If being a staff pick affects the outcome