1. Draw three reasonable conclusions from the data
2. The most successful categories are theater, music, film and video. Plays are the most popular subcategory.
3. May is a high peak time of kick-starters while December is a poor time to begin a kick-starter.
4. Art books, audio and world music are among the categories which have a high amount cancelled kick-starters.
5. State the limitations of the dataset and suggestions for additional tables of graphs
   1. The limitations of the data could be that we do not have a strong understanding of why some campaigns succeed versus why they failed. There could be a number of external factors we have not considered such as marketing tactics etc. Suggestions for additional graphs are that it would be interesting to analyze data that depicted profit margins of kick-starter campaign categories. It would also be interesting to inspect how those profit margins varied between country and between months.