1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Theater has the most successes and the most failures.
   * Music has the greatest success rate at 77% with multiple subcategories having 100% success rate.
   * Journalism has a 100% canceled rate.
2. What are some limitations of this dataset?
   * Not understanding or being able to dissect the team or person running the program could have a huge impact in whether the program gets funded.
3. What are some other possible tables and/or graphs that we could create?
   * Some scatter plots with theories of connections could help pinpoint some relationships between successes and failures.
   * I would investigate the success rate of categories vs countries.
   * Diving deeper into the average donation rate vs success would be interesting.