1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. We can easily tell that category theatre/plays have the most successful and count campaigns submitted. 2015 was also the year with the most number of campaigns submitted and quickly came to a dead halt in 2017.
2. What are some of the limitations of this dataset?
   1. Depends what kind of data is being asked for. This data set only shows data up to the point of when the campaign has ended, whether it was successful or not. If we were to analyze these campaigns on how well they are sustaining after kickstarter, we would not be able to gather that information from this raw data alone.
3. What are some other possible tables/graphs that we could create?
   1. We can show a graph of how much money was generated for each category/sub-category, by year, by country, etc. Our instructions were to only create charts for count of success/live/fail/cancelled.