1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. A project is more likely than not to succeed if it is in the category of music, theatre, and film and video. Furthermore, a project in the sub-categories of rock, plays, and documentary in the aforementioned categories have a higher likelihood of success. Additionally, a project in the sub-categories of jazz, spaces, and animation in the aforementioned categories have a higher likelihood of failure.
   2. A project is less likely than not to succeed if it is launched in January, August, September, or December.
   3. A project will not succeed if it does not get a spotlight. Furthermore, a project is much more likely to succeed if it gets a spotlight even if it is not selected by the staff.
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?
   1. We could create a table that filters by spotlight and staff pick
   2. We could create a table that filters by the days project was live.
   3. We could create a table that observes the significance of goal amount.