1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   * Theater had the most projects
   * A little over half of theater’s project was successful.
   * There was a lot of failures
2. What are some limitations of this dataset?
   * How much money was profited from these projects.
3. What are some other possible tables and/or graphs that we could create?
   * A separate bar graph comparing successful and failed projects in each category.
   * A bar graph that shows how much money was pledged for each successful and failed.