1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The most successfully funded campaign category between 2009-2017 is theater at 839 projects. This represents 38% of all successfully funded campaigns.
   2. Within the theater category, the sub-category of plays is the most successful at getting funded.
   3. Within the film & video category there have been no successfully funded campaigns for animation and drama. All science fiction campaigns have been cancelled.
2. What are some limitations of this dataset?
   1. There may be some data integrity issues. When you look at the goal listed for a number of campaigns at a very low value. This cause the % funded calculation to be show high. When looking at statistical values we may need to throw out these outliers.
   2. It may be better to compare projects within countries vs all as currency exchange rate will vary. It might be helpful to create a new column which uses the average exchange rate for that year to normalize the data.
3. What are some other possible tables and/or graphs that we could create?
   1. It would be interesting to see the impact that “Staff Pick” and “Spotlight” has on a campaign. Do these campaigns have a higher successful rate compared to others?
   2. It would also be interesting to look at total campaign time from launch to end. Is it better to run a longer campaign or shorter campaign?
   3. You could also look at seasonality to see if that has any impact on successfully completing a campaign