1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Among the global field of Kickstarter campaign categories, the largest category, as measured by the count of total campaigns in each category, is *theater*. As a proportion of all *theater* campaigns (n = 1393), the majority (0.602) are reported to be *successful*.
   2. Among the global field of Kickstarter campaign sub-categories in the *theater* category, the largest sub-category, as measured by the count of total campaigns in each sub-category of the *theater* category, is *plays*. As a proportion of all *plays* campaigns (n = 1066), the majority (0.651) are reported to be *successful*.
   3. The overall campaign cancelation rate, as a proportion of all reported Kickstarter campaigns (n = 4114) in the dataset, is only 8.48%. However, when the overall campaign cancelation rate is filtered against the list of categories, the rate of campaign cancelation has a range between 0.00% (photography, games) and 100.00% (journalism)
2. What are some limitations of this dataset?
   1. The dataset only contains campaigns launched from 2009 to 2017.
   2. This dataset is neither comprehensive of all Kickstarter campaigns launched in the time window referenced nor provides the criteria for which campaigns were included or excluded from the dataset.
   3. Of the four status types, “live” campaigns are underrepresented, as a campaign would have had to been created before 2017 and still running today if it were both “live” and included in this dataset.
3. What are some other possible tables and/or graphs that we could create?
   1. It would be insightful to explore the trends between percent funded, backer count, and average donation for any clear corollaries between the three fields.
   2. Given that trends were identified from 3a. between the three fields, we could then determine the degree of consistently of the trends found in the whole dataset against the dataset filtered by campaign category and sub-category.