1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. According to the Outcomes per Category pivot table, Theater has the highest number of entries with 1393 entries and has had 839 of those succeed. This is further supported by the Outcomes per Sub-Category pivot table which shows that Plays have the highest entry rate at 1066 entries with 694 successes.
   2. Out of the total 4114 entries only 53.11% of entries succeed. This number is slightly inflated by the success rate of the Theater category, without which the success rate falls to 49.47%.
   3. The number of successful campaigns are highest in May at 234. The number of successful campaigns are seemingly always higher than failed campaigns, however, the number of successful campaigns falls dramatically in December where the number of failed campaigns overtakes it by 7 outcomes.
2. What are some limitations of this dataset?
   1. This dataset fails to account for regional data. This is important because the number of successful campaigns could depend on the population density of the area each campaign is located in.
3. What are some other possible tables and/or graphs that we could create?
   1. We could compare the duration of each entry and the time of year each one is active with their respective success rates in order to determine if there is any correlation.
   2. We could graph success rate against average donations in order to determine the best price point to set donation prizes at.
   3. We could graph the goal against the success rate and organize it by category in order to determine the best price point to set the overall kick starter for each category.