1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The most successful campaigns are with goals between 1,000 and 4,999
   2. December is a not as good of a month for a campaign as May is.
   3. Plays are the most successful sub-categories.
2. What are some limitations of this dataset?
   1. We don’t know how backers actually made their pledged gifts
   2. We don’t know many pledged gifts in dollars came in.
3. What are some other possible tables and/or graphs that we could create?
   1. Perhaps look at total dollars pledged by category or subcategory to see where the most money pledged comes from
   2. Perhaps look at total backers who pledge money by category or subcategory to see attract the most backers.
   3. Perhaps look at averaged dollars pledged by category or subcategory to see where the most money pledged by backer comes from