* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + Plays were the most popular category to crowdfund by a large margin.
  + Successes outweighed failures across categories, although not overwhelmingly (overall success rates were at 56.5%)
  + January and July were the most popular months for crowdfunding
* What are some limitations of this dataset?
  + The analysis is very high level and doesn’t get into which projects are successful and why.
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + Sorting by pledged dollars would give an indication of what people were spending the most money on.
  + Sorting by name could indicate if some have created multiple crowdfunding projects
  + Sorting by staff pick and spotlight could indicate which types of projects were getting extra attention outside of funding.