1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. A good percentage of failed campaigns is related with not reach the goal.
3. Music category has the best percentage of successful vs failed campaigns.
4. Plays is the category with more projects.
5. What are some limitations of this dataset?

I don’t know, I think I need more business context.

1. What are some other possible tables and/or graphs that we could create?
2. State vs Goal graph
3. State vs Pledged
4. State vs Date Created vs Date Ended
5. Spotlight vs Successful