* What are three conclusions we can make about Kickstarter campaigns given the provided data?
  1. US, GB and CA have the most # of projects with US at top.
  2. theater, music and technology have the most # of projects with theater at top. Play has the most # of projects.
  3. The more projects, the more success. Success and failure go hand in hand.
* What are some of the limitations of this dataset?

1. State needs defined. How do State, Goal and Pledge are measured? If Goal is small, Pledge should be easy.
2. Some months are missing.
3. There is no explanation/short survey of why people pledge. This could be another data point.
4. If the purpose is to figure out how to raise money successfully on Kickstarter, more data points needed.

* What are some other possible tables/graphs that we could create?
  1. Country graph, Goal vs Pledge graph