1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Plays are, by far, the most commonly utilized format.
   2. Music has the best success rate of all categories.
   3. Technology has the most backers of all categories.
   4. Campaigns with lower goals are more likely to be successful, which makes sense.
      1. Until you surpass 15K, at which point those up to 45K seem to have 50/50 chance of success, with as steep decline for those seeking more than 45K.
2. What are some limitations of this dataset?
   1. The State is simply pass/fail. So, if a campaign achieved 99% of its goal its still reflected as a failure.
   2. Given the US seems to dominate this data, it may make more sense to remove the other countries and include US states allowing further localized geographic analysis.
3. What are some other possible tables and/or graphs that we could create?
   1. Looking strictly at pledged $ (which is the ultimate purpose for source funding), Technology/Hardware generates the most proceeds; and it’s not even close.
      1. However, Plays still produce the best Ave Donation per backer.