1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The majority of kickstarter campaigns are in the category “Theater” and subcategory “Plays”
   2. Almost all kickstarter campaigns are created in the US and GB
   3. It seems that on average, the higher the goal is, the lower the chance a campaign will have of being successful
2. What are some of the limitations of this dataset?
   1. It doesn’t give an idea of the city or cities each campaign was most popular in, or generally where the support for each campaign came from
   2. It doesn’t provide any demographic information on backers
   3. It doesn’t give an idea of the number of perks offered for each campaign or the average value of each perk for each campaign
   4. It doesn’t give an idea of which campaigns were first tries or second/third from a single account
   5. It doesn’t give an idea of if a campaign was a sequel or second edition
   6. The categories and sub-categories are pretty broad in a lot of cases
3. What are some other possible tables/graphs that we could create?
   1. A geography map showing the number of campaigns in each country
   2. A comparison of the average donation from each backer vs. goal of project
   3. A comparison of “staff pick” or “spotlight” to the “state” of each campaign