1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The “plays” sub-category has the highest number of successful campaigns
   2. 53% (2,185/4,114) of all campaigns are successful, based on the sample set provided.
   3. The month of May has the largest number of successful campaigns.
   4. Largest percentage funded campaign was cancelled.
2. What are some limitations of this dataset?
   1. We have only been given a sample of approximately 4,000 of the more than 300,000 campaigns on Kickstarter, therefore, we need to be careful in drawing conclusions on all Kickstarter campaigns
   2. The pledged amount may not be fully received to fulfill the goal amount (certain pledged could be defaulted on)
   3. Limited number of countries for the campaign data set
   4. Nearly 75% of the campaigns are from the US
3. What are some other possible tables and/or graphs that we could create?
4. Pie chart of the percentage of campaigns that are successful, failed, cancelled or live (category)
5. Histograms of the dataset for pledged and goals- good visual depiction of the distribution of the data
6. Box and Whisker plot of the pledged amounts to look for outliers