1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Just about half of the campaigns are successful
   2. Plays are the most of the sub-categories
   3. Food category has the worst failure rate of the categories
2. What are some of limitations of this dataset?
   1. There is only information on categories and sub-categories but doesn’t dive deeper into what makes campaigns successful.
   2. Entrepreneur data would be helpful
3. What are some other possible tables/graphs that we could create?
   1. Percent Funded broken down by categories
   2. Country table versus State
   3. Country table versus Percent Funding