1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Projects related to “music” had the highest success rate relative to the number of launches
   2. Kickstarter campaigns were more successful from 2009-2013. As more projects were introduced the conversion rate of successful vs. launched projects declined.
   3. Technology projects and wearables performed worse relative to other project categories
2. What are some of the limitations of this dataset?
   1. Currency issues: does geography determine the available funding and/or willingness to invest?
3. What are some other possible tables/graphs that we could create?
   1. Ratio of successful/failed projects over time
   2. Success/fail rates by category to evaluate correlation related to average donation
   3. Success/fail rates by country
   4. What is staff pick?