1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Sample size is large on Statistics.
   2. Over 50% of projects are successful while a little less than 40% is failed.
   3. As goal value increases, percentage successful decreases.
   4. As goal value increases, percentage failed and percentage canceled increases.
2. What are some of the limitations of this dataset?
   1. Even though the sample size is statistically large, it is still small for business.
   2. Need to convert text data into numerical data.
3. What are some other possible tables/graphs that we could create?
   1. A pie chart to visually compare rates in the state column.