* Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
  1. There are more for file and theater have more Kickstarter than all other categories combined.
  2. The lower the goal the higher chance of success.
  3. Technology categories have the most cancelled and failed out of all the categories.
* What are some limitations of this dataset?
  1. Can’t equally compare amounts without currency conversions across countries
  2. Limited number of sub categories provided
* What are some other possible tables and/or graphs that we could create?
  1. Breakdown of categories by country
  2. Compare/view of success/failure rate by staff picks
  3. Compare/view of success/failure rate by spotlight