* What are three conclusions we can make about Kickstarter campaigns given the provided data?
  1. Chances of project success are inversely related to the funding goal amount. In other words; the less money you need, the better chance you’ll receive it.
  2. The category with the best chance of success is Music. In particular, Rock music.
  3. It appears the best times to ask for funding are in the Spring & Summer. The worst times are in the Fall & Winter.
* What are some of the limitations of this dataset?
  1. This data does nothing to address external variables that can have a vary large affect on the outcome of projects – economy, policy, consumer/lender sentiment, quality of application/ask, etc
* What are some other possible tables/graphs that we could create?
  1. I would think about parsing data by year to attempt to determine trends