1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Plays subcategory has the greatest number of successful campaigns
   2. Rock and Documentary subcategories have the greatest proportion of successful campaigns
   3. Technology category has the greatest probability of cancellations
2. What are some limitations of this dataset?
   1. Reasons for cancel unknown
   2. Wide range in size/scale of “Success” metrics… what is germane to our project?
   3. Live campaign data doesn’t belong in the data set
3. What are some other possible tables and/or graphs that we could create?
   1. Donation size vs. State – no correlation appears between size of individual donation and Success state
   2. Staff Picks vs. State – Staff picks appear to be correlated to success state
   3. Donations vs Success vs Dates – What is the trend over time