* What are three conclusions we can make about Kickstarter campaigns given the provided data?
  1. Theater category had the most successful campaigns, but it also had the highest failed.
  2. Journalism had all of the campaigns cancelled.
* What are some of the limitations of this dataset?
  1. Values are in different currencies and a conversion rate is not provided in order to convert all amounts to the same currency. That limits the ability to analyze total money.
* What are some other possible tables/graphs that we could create?
  1. Goal money vs pledged money (filtered by currency)
     1. Film & video stuck out the most due to:
        1. Most money requested (USD currency filtered)
        2. Most money canceled (USD currency filtered)
        3. Most money failed (USD currency filtered)
     2. Technology raised the most money