1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. More than 50% (2198 out of 4114) of all projects have been funded 100% or more.
   2. The most popular category was theatre/films in which the highest number of projects were created.
   3. 7 categories have 100% success rate and 7 categories have 100% failure rate.
   4. The highest number of backers were for technology/hardware category
2. What are some data limitations of this dataset?
   1. The dataset is incomplete to determine the reasoning behind being successful, cancelled, failed.
   2. The data is insufficient to answer if the number of backers or goal targeted had an effect on the state of the project
3. What are some other possible tables and/or graphs that we could create?
   1. Table with country as rows to see the number of projects by country and state.
   2. Table to identify the number of staff picked projects by state
   3. Categories vs number of backers
   4. Categories vs highest average donation received