1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The lower the goal, the higher the likelihood of success
   2. Inverse is also true – higher goal means harder to fund, more likely fail
   3. Theatre campaigns were most frequent, music next.
   4. Journalism didn’t have much representation – not many kickstarter campaigns.
2. What are some limitations of this dataset?
   1. Not sure what’s going on with “Staff Pick” or “Spotlight” – not enough info to use meaningfully at this time
   2. Don’t know anything about the backers’ demographics – companies? Institutions? Just regular people? Production companies?
   3. We don’t know if the campaigns were launched by production houses with previous work or success or just random people/college kids, etc. In general we don’t have good demographic or historical information for any of the variables where it would be helpful
3. What are some other possible tables and/or graphs that we could create?
   1. Level of funding correlated to success – is there a relationship between projects that had, for example, 100% funding? What about projects that were close to 100% but not fully funded? Was there a natural cut off?
   2. Length of campaign (deadline-launch) correlated to state
   3. Average donation by category – was there a clear favorite?