1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theaters are the most common category on Kickstarter.
   2. Out of all subcategories, plays are by far the most common.
   3. December is the worst month on Kickstarter as the successful and failure rate inverts only during this month.
2. What are some limitations of this dataset?
   1. Only 8 years of data.
   2. Only has 4,114 individual IDs.
   3. There’s a lot we don’t know, below are some examples:
      1. We don’t know the size of each company which could be a factor.
      2. We don’t know the marketing budgets spent.
3. What are some other possible tables and/or graphs that we could create?
   1. State by month by country.
   2. Total pledged by currency.
   3. Get current currency rates and convert total pledged to a common currency. Then, create a graph by total pledged by country.