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1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. Most campaigns were successful in this dataset, however the Theater category campaigns had the most success and generated the most money total.
3. Most campaigns fail to reach their goal.
4. The average campaign duration was a little over a month at 33 days.
5. What are some of the limitations of this dataset?
   1. The dataset is bias towards American kickstarter campaigns.
   2. This dataset definitely doesn’t include every single campaign to ever come out of kickstarter.
6. What are some other possible tables/graphs that we could create?
   1. Looking deeper into the revenue generated by each category/year, etc. instead of just the state.
   2. Seeing if there’s any correlations between the money values and backers.
   3. Seeing if there was a relationship between the sentiment/length of the blurb and how much money it raised.