* **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
  1. The smaller the goal, the higher chances of having a successful Kickstarter Campaign
  2. There is no correlation between “state” of campaign and its “category”, but what was interesting was that there was a huge percentage of campaigns created for “plays”.
  3. There is also no correlation between when the campaign was created and its ending “state”
* **What are some limitations of this dataset?**
  1. It never specified how many people marketed the campaign
  2. It never specified the amount of money that was used to market the campaign
  3. We also are limited by the data that is only on this dataset
* **What are some other possible tables and/or graphs that we could create?**
  1. We could create pie charts that show the percentage of successful vs failed vs canceled campaigns
  2. We could see the correlation between how long a campaign was live for and its “state”
  3. We could create multiple pie charts to show each countries breakdown of campaign “states”