1. Given the provided data, what are 3 conclusions we can draw about Kickstarter campaigns?
   1. Theater is the most popular category, in both total # of campaigns created and total # of successful campaigns
      1. Of this category, the vast majority are plays
   2. Journalism is by far the least popular category, and all of these campaigns have been canceled
   3. A new campaign is most likely to be created mid-year (May/June/July) & least likely to begin in December
2. What are some limitations of this dataset?
   1. Only included projects through March 2017. Including data on more recent campaigns would greater aide creators uncover current trends, as well as trends over time.
   2. 53% of the campaigns in this dataset were successful; this contradicts the instructions for the assignment, which stated that only 1/3 of the projects were deemed successful. This dataset, therefore, likely does not fully represent the full range of Kickstarter’s campaigns.
3. What are some other tables and/or graphs that we could create?
   1. Sum of backers by state
   2. Sum of both $ pledged & $ goal by state
   3. Average of % funded by category & sub-category
   4. Success rate by length of campaign