1. What are three conclusions we can make about kickstarter campaigns given the provided data set?
   1. The majority of campaigns are for theater (plays in particular)
   2. Campaigns launched in Spring tend to be more successful overall than those launched in the winter
   3. Technology campaigns have highest likelihood of cancelling while music campaigns seem to be most overall successful percentage wise
2. What are some of the limitations of this dataset?
   1. We don’t know anything about the outreach strategies of the campaigns. How many people were reached out to? How many times?
   2. Multiple types of currency…maybe not a limitation of the dataset but something that should be converted into one type of currency for better comparison
3. What are some other possible tables/graphs that we could create?
   1. Success % compared with length of campaign
   2. % vs just count
   3. Success % compared with # of backers or average donation size
   4. Does being a staff pick or a spotlight have any correlation to successful outcome?
   5. Type of campaign by country
   6. Success vs Fail by country