1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Theater projects often succeed at meeting their goal, but only when they are Plays.
   2. Music projects have the best chance of success, except for Faith & Jazz projects.
   3. Best time to launch a project is in Q2 of a year. Avoid launch in December!
2. What are some limitations of this dataset?
   1. It includes project goals and pledged values in more than one currency. This could skew any comparisons utilizing these data points.
   2. Dataset does not include creators. It is possible projects with known creators are more successful than those by unknown creators, regardless of category.
3. What are some other possible tables and/or graphs that we could create?
   1. Pivot chart showing projects that exceeded their goal based on category/subcategory
   2. Comparison of goal amounts vs. status
   3. Chart showing total time vs. status
   4. Pivot chart showing projects by status vs. number of backers