1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
2. If a KickStart is used to fund a project, funding in the United States gives the best chance for being successful across all categories.
3. If using KickStart to fund a music project, the data shows that one should stay away from faith, jazz, and world music if one hopes for the highest percentage of funding their project (being successful).
4. Technology has the highest dollar amount pledged and the highest number of backers per project of all categories that are being funded. Also on average each backer of technology fund projects are donating more than any other backer for any other project category.
5. What are some of the limitations of this dataset?

We do not know the average time it takes to meet the goal. This could be used to make sure one gives adequate time to reach their goal.

1. What are some other possible tables/graphs that we could create?
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