* Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
  + Plays are the most created and funded campaigns
  + They are mostly successful, the majority of the completed projects have reached or exceeded their goal
  + The US is the largest user of crowd funding
* What are some limitations of this dataset?
  + Blurbs are difficult to work with because they vary greatly between campaigns
* What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
  + Graph comparing outcomes within a country
  + Table showing the percent funded by category
  + Table showing live projects and how much they have left to meet their goa
* Use your data to determine whether the mean or the median better summarizes the data.
  + Median
* Use your data to determine if there is more variability with successful or unsuccessful campaigns. Does this make sense? Why or why not?
  + There is more variability with successful campaigns.