1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Most kickstarters are successful
   2. Most of the kickstarters category is theater
   3. Kickstarters with a goal of greater than 50000 have the highest failure rate
2. What are some limitations of this dataset?
   1. It doesn’t show the different levels a backer could commit
   2. A single large donation could skew the average donation heavily
   3. It doesn’t tell whether the kickstarter continued to accept donations after the goal
   4. The pledged money isn’t normalized
3. What are some other possible tables and/or graphs that we could create?
   1. Average donation ranges v. state
   2. Location v state
   3. Location v backers