1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. They tend to be more successful in the first half of the year (Jan-Jun)
   2. Campaigns are overwhelmingly related to plays compared to any other subcategory
   3. Food campaigns are rarely successful. (17% success rate)
2. What are some limitations of this dataset?
   1. The currencies vary
   2. Demographics vary (people behave differently in different countries)
3. What are some other possible tables and/or graphs that we could create?
   1. Filter by goal to see if the size of it plays a role in being successful or unsuccessful.
   2. Convert all currencies to USD to accurately visually compare goals and pledges