1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

* The first conclusion we can draw is it necessary to gain as many backers as possible in order to increase the amount pledged to the campaign. There is a direct relationship between backers and the percentage funded vs. goal.
* The second conclusion we can draw is the sub-category publishing does not receive much funding, whereas video/television receives more than enough funding.
* The third conclusion we can draw is the US produces the most successful campaigns.

1. Limitations of this dataset are that it only goes as specific as the country and does not drill down to the state or province.
2. We could possibly make a graph showing which categories have the highest failure rate as well.