* + Given the provided data, what are three conclusions that we can draw about crowdfunding campaigns?
    - That the larger amount of backers support predominantly theatrical plays
    - There is some peaking of successful campaigns during summer, but failing campaigns during fall
    - Lower goals perform worse than higher goals
    - There is large variance in failing campaigns due to the fact that some campaigns captured very little interest in backers and money
  + What are some limitations of this dataset?
    - No distribution information for individual campaigns that would capture peoples interest for certain Categories
    - No clear information is provided as to why certain campaigns failed. Perhaps because lower goals don’t seem to capture peoples interest.
    - Most data are US data, so hard to draw conclusions based on location
  + What are some other possible tables and/or graphs that we could create, and what additional value would they provide?
    - Attached below is a graph showing that peoples interest picks up again after 10k goals

