1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. The more popular the platform becomes the harder it is to launch a successful campaign
   2. 2015 may have been an inflection point for the company. Record number of campaigns launched, however usage has been decreasing since then.
   3. December is the worst time of year to launch a campaign
   4. The music category enjoys a higher than average success rate
2. What are some of the limitations of this dataset?
   1. Unable to see data by region (state/province)
   2. Unable to see which organizations used incentives to donate
   3. Unable to see which projects were completed after full funding
   4. No reason for cancelling
3. What are some other possible tables/graphs that we could create?
   1. Which country saw the best success rates
   2. Which categories saw funding greatly exceed their goal
   3. Is there a correlation between campaign goal size and successful funding?