1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Most successful categories are concentrated on entertainment/performance related – Theater/Music/Film & Video
   2. Tech/Hardware project has the top 3 highest average donation per backer – if the project has an attractive idea.
   3. Food & games related project has the highest failure rate.
2. What are some of the limitations of this dataset?
   1. No detail about backer. Can be used to focus on which backer to be invited on the launch date
   2. The name or entity owned the project. Looking for some commonality on the inventer.

3. What are some other possible tables/graphs that we could create?

1. We can create charts to compare between years – maybe we can correlate the date to the years where we had strong financial performance in the stock market or a depressed market
2. Comparison on number of days between launch and deadline for the requested funding.