1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The success of a campaign is heavily correlated with country in which the project is initiated.
   2. The most categories with the most successful projects are theatre, music, film & video.
   3. Projects initiated in May/June show have the highest number of successful outcomes
2. What are some limitations of this dataset?
   1. The initial goal value is given in different currencies so initial project value isn’t normalized for an accurate direct comparison of initial project value.
   2. How is the value of the initial goal determined?
3. What are some other possible tables and/or graphs that we could create?
   1. Ratio of successful projects versus total projects by category
   2. Table showing total number of successful and failed projects by country