1. Given the provided data, what are the 3 conclusions we can draw about the kick-starter campaign?
   1. Theater category had the highest number of kick-starter campaigns and the Plays sub-category under Theater had the most successful campaigns without any failed campaigns
   2. Most of the campaigns in the music sub-category were 100% successful
   3. Campaigns that were started in May, June and July had the most success; July and November had the highest rate of cancellations
2. What are some limitations of the dataset?
   1. The pledged amount and the goal are in different currencies making it difficult to draw comparison between the countries, however it can be made possible with few additional steps by calculating the percentages
3. What are some possible table and/or graphs that we could create?
   1. Bar chart to show the number of campaigns by outcome and countries
   2. Scatter plot to show the relationship between pledged amount and number of backers
   3. Pie chart to show the pledged amount by categories

Other observations:

Bonus

* The success rate of campaigns declined as the goal for the campaign increased
* Similarly, as the goal of the campaign increased the cancel rate increased

Statistical Bonus

* Successful campaigns had more backers than the unsuccessful campaigns
* The variance is high for successful campaigns as the backers count range from 1- 26457
* The variance is low for unsuccessful campaigns as the backers count range from 0- 1293