1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Majority of campaigns are successful
   2. Journalism isn’t successful on Kickstarter
   3. Theater is only ¾ successful.
2. What are some of the limitations of this dataset?
   1. Doesn’t show (count?) how many items were canceled and then redone
   2. Wish this could also be broken done by product
   3. Doesn’t also discuss stretch goals.
3. What are some other possible tables/graphs that we could create?
   1. US vs other country state $$ pledged (bar graph)
   2. Spotlight vs Percentage Funded or State
   3. Comparing how many US state vs other countries