1. What are three conclusions we can make about Kickstarter campaigns given the provided data?
   1. Theater is the most used and most frequently successful category project on Kickstarter.
   2. Kickstarter peek use was 2015 according to this data.
   3. Technology has the most money pledged but a low success rate.
2. What are some of the limitations of this dataset?
   1. Not labeled well.
   2. Currency not consistent.
   3. Time stamps have to be converted to be usable in excel
   4. No indication to how current data set is
3. What are some other possible tables/graphs that we could create?
   1. Chart the amount pledged per category and sub category.
   2. Goal set per category and sub-category.
   3. Chart pledges and goals over time.
   4. Chart use over time.