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1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. People seem to be most generous towards funding in May and the worst as we get closer to the Holidays. This may be due to more people spending money on other things as opposed to money towards a product that they may not need for quite some time.
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?