1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The three conclusions we can draw about Kickstarter campaigns is the Average Donation, Data Created Conversion, and Percent Funded
2. What are some limitations of this dataset?
   1. My limitations were finding the dates, and breaking it down morn then being successful, failed and live because reading a bar graph was hard to do.
3. What are some other possible tables and/or graphs that we could create?
   1. I would try and break down the data a little more, so when making a bar graph it would be more clear