1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

It seems that a little over 50% of the Kickstarter projects are successful. The majority of the Kickstarter projects are plays. Projects that ask for less usually have higher chances of being successful.

1. What are some limitations of this dataset?

Some limitations of this data set is that it does not include any additional information about the Kickstarter projects such as advertising method, backing or other relevant income generating methods.

1. What are some other possible tables and/or graphs that we could create?

We could create a graph depicting time versus amount made or maybe check if there is any correlation in funding.