* **Create the provided date, what are three conclusions we can draw about Kickstarter campaigns?**

More than 65% of the campaigns were successful, 15% failed, about 15% cancelled and 5% were still live.

* **What are some limitations of this dataset?**

Some projects did not have the value.

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

We could use the pie to determine how many projects were successful, failed, cancelled or live.

A Treemap could also being useful