1. Given the provided data the three conclusions that can be drawn about the Kickstarter campaigns are
   1. The Kickstarter campaign has a 55% success rate
   2. The average backers contributed $112 towards the campaign
   3. The film and video category had the highest success rate amongst all categories
2. Some limitations of this dataset are the amount of manpower it took start a campaign, company names. The data also does not give insight into the success after it is launch, only that it was launched.
3. Some other possible tables and or graphs that we could create are pie graph that displays the countries broken out by category, area graph that could display the trends of the categories.