1. Given the provided data, what are three conclusions we can draw about KickSarter Campaigns?
   1. KickStarter campaigns are a very viable way to test the waters on if your idea for a business/venture is something your target audience is interested in, without having too much of your own skin in the game.
   2. Based on the dataset success of a campaign seems to be directly related with having the community spotlight and a staff picked campaign. The KickStarter campaigns that receive both status’ never failed.
   3. According to the dataset if a campaign broke 200 backers it was 98% successful.
2. What are some limitations of this dataset?
   1. The dataset does not show if the campaign had previous success or a previous launch.
   2. The dataset has the title and little blurb in the name box. It makes things muddy.
3. What are some other possible tables and/or graphs that we could create?
   1. Number of backers compared to success/canceled/failed
   2. Number of successful campaigns that have both the community spotlight and the staff pick
   3. Number of failed campaigns that didn’t receive either the staff spotlight or the community spotlight.
   4. Successes, cancelations, and failed campaigns based off currency and country of origin.