1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
2. What are some limitations of this dataset?
3. What are some other possible tables and/or graphs that we could create?

This is something I struggle with, I’m not sure how to bring it up or how to see the full picture of the data. It could be because I don’t really care for the Data on the spreadsheets, since is something that I’m not familiar with so I do not know what’s important.