1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. The higher the goal is for the campaign, the more likely it is to fail or be cancelled.
   2. Artists should create campaigns if they are interested. It has the second highest total for campaigns and the highest success rate.
   3. Entrepreneurs focused on food ventures might want to think twice before launching a campaign as they only have a 17% success rate.
2. What are some limitations of the data?
   1. Just because the campaign was successful doesn’t mean the product was actually launched or was any good. We don’t have any data on supporter satisfaction.
3. What are some other possible tables and/or graphs that we could create?
   1. We could make graphs based on regressions. For example, we could see whether a higher average donation has a correlation with success of the campaign. It would be useful to know if a small number of dedicated supporters rather than a large number of small donations is better.