Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?

-The Kickstarter campaigns usually worsens as the year progresses, it seems to be a seasonal business. The business gets better during the spring time and worsens during the colder months.

What are some limitations of this dataset?

That it is not monitoring the currency as a constant, the dates launched as the date of launch can give certain advantages.

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

We could create a Scatter plot graph that would show how successful a category can be by measuring the amount of donations and amount of backers to this project.