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1. **Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?**
2. Those who met or exceeded their goal generally found success in their project.
3. Most of the projects funded were from the US.
4. Most projects were for plays.
5. **What are some limitations of this dataset?** 
   1. We do not know the names of the organization who created the projects. There is a possibility that one person created multiple projects and might have had greater success rate due to multiple attempts.
   2. Since the currency is represented in multiple forms with no conversion to a single currency, it is difficult to assess the comparability of funds.
   3. There is no definition for “staff\_pick” or “spotlight”, making it difficult to assess and include this data in analyses.
6. **What are some other possible tables and/or graphs that we could create?**
   1. Bar Chart of State per Percent Funded
   2. Bar chart of total Average Donation per Country
   3. A piechart with a filter for the Country and State of the number of days from Date Created to Date Ended showing percentage of projects funded in: 1) less than 30 days, 2) 30 days, 3) 45 days, 4) more than 45 days