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

* we can tell which countries Kickstarter was most successful in.
* We can tell what categories and sub-categories were successful.
* We can also tell how long each campaign ran.

1. What are some limitations of this dataset?

* You cannot see what the demographics are for the campaigns that were successful.
* You cannot tell how much each campaign made or lost.
* You cannot tell what regions were responsible for funding,

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

* You could create a table showing which country had the greatest number of successful campaigns.
* You could create a graph showing how long each campaign ran and what success level they had in that time.