1. Given the provided data, what are three conclusions we can draw about Kickstarter campaigns?
   1. Fifty-three percent of Kickstarter campaigns are successful. This is determined by looking at the number of successful campaigns and the total campaigns.
   2. Nearly seventy-five percent of successful Kickstarter campaigns have a goal of less than $10,000. This is determined by adding the counts of the successful campaigns divided by the number of total campaigns.
   3. The Successful Percentage steadily goes down the higher the goal is.
2. What are some limitations of this dataset?

The data only goes until the first quarter of 2017, so we are not able to see how Kickstarter has progressed within the past couple of years.

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

We could do more pivot tables and graphs based on the amount of money each Kickstarter earned.

You can check to see if there is any correlation between a staff pick and whether or not a Kickstarter project was successful.