Three conclusions that can be drawn about Kickstarter campaigns from the provided data are:

1. Kickstarter campaigns were popular with people engaged in theater as that category had the most campaigns established (1,393 (33.9%) campaigns) and the most number of successful campaigns (839 (38.4%) successful campaigns).
2. Music campaigns were diverse and successful with the most subtypes of campaigns (nine) and the highest success rate (77.1% of music campaigns were successful).
3. The best month to launch a campaign was May as 234 (60.6%) of the campaigns launched in that month were successful which was the highest success rate for any month.

Some limitations of this dataset are:

* It is unknown whether this is a random sample of Kickstarter campaigns or a curated sample.
* It is lacking context around what some of the data means (e.g., the columns labeled staff\_pick and spotlighted) and how they might have impacted campaign results.
* The most recent campaign was established in 2017 and so it is unknown what current trends are which makes it difficult to gauge how relevant this historical data is to the present.

Some other tables that could be created from this dataset are:

* The duration of campaigns; that is, the total number of days a campaign is live.
* Compare duration to success rate.
* Look at amounts pledged to see if it is a better success metric compared to percent funded.
* Look at the backers\_count to see if it could be another success metric, and what its relationship to the current success rate was.