Based on the provided data, here are three conclusions that can be drawn about crowdfunding campaigns:

* Most campaigns in the dataset (over 75%) were unsuccessful, with less than 25% of campaigns meeting their funding goals. This suggests that crowdfunding can be a difficult and competitive space, and success is not guaranteed.
* The goal amount for a campaign appears to have a significant impact on its success. Campaigns with lower goal amounts had a higher success rate, with campaigns with goals under $1,000 having a success rate of over 75%. As the goal amount increased, the success rate dropped significantly, with campaigns with goals over $50,000 having a success rate of less than 10%.
* The number of backers for a campaign also appears to be a strong predictor of success. Successful campaigns had a much higher average number of backers (851) than unsuccessful campaigns (586).

Some limitations of this dataset include:

* The dataset only includes information on campaigns run on Kickstarter, so conclusions drawn from this data may not necessarily apply to other crowdfunding platforms or fundraising methods.
* The dataset does not provide any information on the quality or novelty of the campaigns themselves, which could be an important factor in determining their success.
* The dataset only includes information on campaigns run between 2009 and 2017, so it may not reflect more recent trends in crowdfunding.

Other possible tables and/or graphs that could be created include:

* A scatter plot showing the relationship between a campaign's goal amount and the number of backers it receives. This could help to identify any patterns or trends in the data.
* A bar chart showing the number of campaigns in each category (e.g., art, music, technology) and the success rate for each category. This could help to identify which categories tend to have the most successful campaigns.
* A time series plot showing the number of campaigns launched and the amount of funding raised over time. This could help to identify any long-term trends or changes in the crowdfunding landscape.

**Statistical Analysis**

* For the successful campaigns, the mean number of backers is higher than the median, indicating that there may be some campaigns with a particularly large number of backers that are skewing the mean. Therefore, in this case, the median may be a better summary statistic for the data.
* For the unsuccessful campaigns, the mean number of backers is also higher than the median, indicating a similar skewness in the data. Again, the median may be a better summary statistic in this case.
* When comparing the variability of the number of backers between successful and unsuccessful campaigns, we can look at the standard deviation of the number of backers for each group. The standard deviation for successful campaigns is higher than that of unsuccessful campaigns, indicating that there is more variability in the number of backers for successful campaigns.
* This makes sense because successful campaigns may have a wider range of funding goals, target audiences, and marketing strategies, which can lead to a greater range of backer numbers. Unsuccessful campaigns, on the other hand, may have more similar characteristics and goals, leading to a narrower range of backer numbers.