What are three conclusions we can make about Kickstarter campaigns given the provided data?

Many of the projects are in the entertainment industry (music, film, theater). The greater the goal the greater the chance of failure or cancelation. Music and games have the highest failure rate.

What are some of the limitations of this dataset?

The description said that there were around 300,000 projects. Having only 4000 projects is an unnecessarily small set. Also, since these projects are dependent on crowd funding it would be important to get statistic around that kind of behavior (how many followers does the projects face book page have, how many tweets were on the project, how often was it retweeted). Having the start and end date, goals and brief descriptions and class can be used for a profile on Kickstarter but if you are trying to find what it takes to have a successful project you will need to research actual successful projects.

What are some other possible tables/graphs that we could create?

A pie chart of the category would show cleanly the project percentages. A full time series of the data would show any long term trends in terms of participation and success.