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

You can appreciate that plays represent a significant amount of all the overall investment.

There is not an explicit tendency within months; you just have to take into account that the low figure in January it could be explained mainly in order of holidays.

In games and food you have a greater number of failures than successes.

What are some of the limitations of this dataset?

There could be more information per investor, i.e. there could be an investor, which made an outlier investment.

There could be some cycles that are not taken into account and could be standardized (i.e. crises, holidays, among others).

It could be helpful to have more information regarding the hours invested in publicity per project, maybe there was not enough marketing, and it could be a weakness of some specific categories.

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

An important approach could be taking into account the amounts invested per category, a pie chart for those figures should be useful.

Another helpful graph could be a particular one per category taking into account different years, a stalked one. So you will be able to see if there was a year with big fundings and some years with none.

A pie chart for the % representing failures and successful could be helpful.