Three conclusions that can be drawn from the provided crowdfunding data that’s are:

* The success rate of crowdfunding campaigns is almost around 56%, and this tells more than half of the campaigns are successful. Majority campaigns happened in US with a percentage of 76%.
* Highest number of campaigns are done in theatre/plays category with more than 50% success rate and interesting thing in Journalism campaigns is all are successful and the total campaigns are very low around 4 campaigns.
* We can identify a positive correlation between the successful goal amount and the number of backers\_count, meaning that campaigns with higher goals and successful have more backers.

Limitations of this dataset identified are:

* The data doesn’t include more information about backers like age, location to determine why the campaigns are successful or failed.
* The data doesn’t have information of the platforms used for the campaign, the data also doesn’t include quality of the campaign to determine why it’s failed or succeeded, is it the idea of the campaign or the quality or execution of campaign that brought the result.

Some possible tables and graphs that could be created are:

* Time Series Plots: This could have helped to visualize data like campaign goal amount, amount pledged, backers count etc., have changed over time and help us figure out time patterns.
* Heatmap: This could have been useful to visualize successful/failed, category to identify patterns and correlations
* Pie charts: This used to show the percentage of various data fields distribution to better visualize the data.
* Box Plots: This could have helped to identify any outliers or any data skewness.