The three conclusion we can draw about kickstarter are,

 The graph of Kickstarter campaigns have only one mode (unimodal).

 Most of the data are grouped around the theater because it has a higher success rate

 The data shows to be left-skewed.

2) Some of the limitations of this dataset is that some information or value are missing which could have be useful.

3) Some possible tables or graphs are Scatter plot, box plot, successful rate vs Category.