The three conclusions that we can draw from the data are that theater and specifically plays are the most common kind of project, projects created in June and July are more successful, and projects are most likely to fail if started in May and August.

Some limitations of the dataset include missing countries and a small selection of projects relative to its timespan of 10 years. It could also benefit from a more diverse selection of projects, as the data is obviously skewed towards theater projects.

Another table that could help is goal size and completion. This would be useful to see if certain sized projects are more likely to succeed or fail. Then planners of future campaigns can choose a goal that is more secure even if lower than they need. Additionally, a table about staff pick or spotlight might be revealing if it has any significance to the success of a campaign.