Three conclusions that can be drawn about Kickstarter campaigns include the fact that theater-based Kickstarter have a higher popularity of being made, as well as being supported. Journalism on the other hand seem to not have the same amount of support of it being made, or people trying to kickstart a journalistic venture. Last conclusion would be the fact that once a Kickstarter has started the likelihood if it being canceled in the process if low.

Some limitations this data set presents are the fact that we cannot tell the reasoning for the failures of a project. Same can be said about the reasoning for success, the live and cancelled part of the data also seem to show limitations. Cancelled and still ongoing can throw some numbers in the opposite way of success and fail. We also cannot really tell the demographic of each project and if they were able to gain support from them to begin with. Where and how the money came from could also change the numbers in a large way.

Other graphs or tables that could be made with this data include a pie graph to show the different types of projects and how much each accounted for in the total. A box graph could really show how big differences projects would make in a success or a fail to show any out of the normal numbers that could skew the numbers. Also, bar graphs showing the amount of revenue each type of project made with an equal goal to see the actual +/- of successful and failed projects.