The resulting analysis of the data shows that companies in the categories of "documentary" “animation”, "video games" and "web" are more likely to fail than others. At the same time, journalism companies do not receive proper support at all. Based on these data, we can conclude that it is not advisable to invest in the deployment of companies on this platform.

The budgets for some projects can be significantly exaggerated. As a consequence, this is reflected in the general statistics for each of the areas.

I think we need statistics on successfully launched projects after fundraising. I mean, not all successful fundraising companies end up with a product release. The statistics of project implementation after receiving funding is required.