# Limitations

I see the following limitations of this dataset:

1. **A mix of currencies and countries**  
   We can hardly compare the projects expressed in different currencies without first converting them to a single one (e.g. USD). Lacking this kind of conversion means that we assess the success chances of the project that requires 1000 USD the same way that the project that requires 1000 JPY while the latter technically costs just 9 USD.
2. **No information on the starting conditions**Some of the projects may start with a kind of prototype or pilot version exists and this obviously generates more interest than those that starts from scratch.

# Intermediary Conclusions

Looking at this chart we could say that:

1. The most competitive category is “theater” – if you are trying to enter this market you have to prepare something really original;
2. If you are going to start a musical project, you have the highest changes to be successful;
3. Don’t even think about starting a journalistic project – not a single one of them has ever succeeded on a Kickstarter.

This chart may tell us that the most popular sub-category “plays” (belongs to “theater” parent category) has almost the same number of successful projects as all other sub-categories together. Also, there are some sub-categories (documentary, hardware, rock and some others) that are literally “doomed” to be successful.

And the last chart shows us that you probably shouldn’t start something new in December as most people will go for Christmas and New Year vacations and they won’t pay much attention (and money) to your project.

# Final Conclusion

If you want to run a successful project on Kickstarter, it is better be a new rock song or a brand-new hardware device. And the great time to launch a project is between April and June.

# Another Possible Table/Graphs

Among other points of interest, I would suggest the following:

* Check the dependency between the success of the project and its duration (bar chart, duration – X-axis, % of success – Y-axis);
* Check if “staff\_pick” or “spotlight” value influences the % of success (pivot chart with 4 bars – all possible combinations of “staff\_pick” + “spotlight” values – X-axis, % of success – Y-axis).