Given the data, here are three conclusions we can make about kickstarter:

1. There is about a 50/50 chance of success
2. The more backers one has, the greater chance of success
3. The smaller one’s goal is, the greater chance of success

Limitations of this dataset include:

1. Smaller sample size (only 4000 projects)
2. Unevenly distributed projects by category (1300 from one, 24 from another)
3. Would rather do sample sizes by country rather than random group of all, perhaps weighted by proportion at least

Other charts we could make might include:

1. Chances of each state by spotlight being True or False
2. Chances of each state by staff pick being True or False