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Conclusions:

* Theater, specifically plays, is the category with the highest amount of Kickstarter campaigns.
* Music has the highest percentage of successful Kickstarter campaigns.
* A Kickstarter campaign in December is the least likely to succeed, possibly because potential backers would be using extra income for the holidays.

Limitations:

* Live campaigns can skew the percentages, because they count towards the total number of projects, but not towards successful/failed/canceled.
* Just because a campaign is successful in raising the finances for a declared goal does not mean that the campaign followed through with the project or that the project was completed.
* A goal of less than $1000 is much easier to meet than a goal of $50,000 or more but has the same weight in the total count of successful/failed/canceled campaigns.

Other possible graphs/tables:

* You could make a line graph with a moving average to better show trends for successful/failed/canceled campaigns by year.
* You could make a bar graph to show goal vs. pledged by category to see if the average project in a category was extremely popular and well-funded, or just barely made the goal minimum.
* You could make a bar graph of average donation by category or sub-category.
* You could do a breakdown of the highest funded projects with their categories/sub-categories, goals, pledged amount, date, and average donation.