

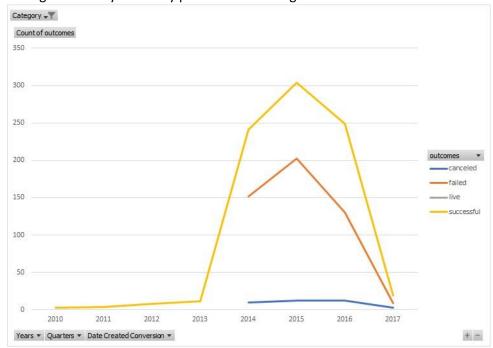
In this Chart, we analyze outcomes based on the goal for Play Subcategory.

When we look at the Success line, it shows that there is a reverse correlation between success and the goal. When the goal increases, success decreases.

Also, we see there is a correlation between fail and the goal. When the goal increases, fail increases.

Concerning the goal amounts up to \$25.000 of kickstarters shows real results. Because %96 percent of kickstarters' goals are \$0-\$25.000.

Asking less money is the key point to reach the goal.



In this pivot table we analyze theater's success, fail and cancel.

There was a few kickstarter projects until 2013. After 2013 there is a significant increase for success, on the other hand, failed and canceled projects starts on 2014. Kickstarters do not cancel their kickstarter projects a lot. Success and fail starts decreasing after 2015. All categories applying amount is decreasing after 2015, that is one of the important reason why success and fail decrease after 2015