**Conclusions based on provided data:**

1) Majority of projects are from the United States

2) Theater is the single largest category, with a 60% success rate, which is better than the average success rate of 53%, but lower than the second largest category of Music, which has a 77% success rate.

3) Probability of success decreases with increasing goals, but not drastically until going over $50,000 with asks between 5000 and 49,999 ranging between 39% and 53%.

4) The only category with no success is also the smallest: Journalism, but only 24 Journalism projects have been started and all were cancelled, making it a definite outlier.

5) The second smallest category of Food has the highest failure rate (70% failures), but the number of projects is within 16% of the next largest categories: Games, Photography, and Publishing all three of which have at least double the success rate of Food, indicating some additional reason for low success in the Food category beyond just outlying low project numbers

**Limitations of Data Set:**

1) Doesn't give specific user/group, so you can't see if there are repeated successes or failures.

2) Only country-wide data is given, would be nice to see if different cities have better/worse success rates or if cities with lots of successful theater projects tend to have a better established arts community.

3) The high number of categories and countries leads to so many divisions that it's difficult to make any statistically significant conclusions based on the data.

**Graphs to be created:**

1) Success compared to whether the project was a 'Staff Pick', also compared to whether it was in the 'Spotlight'.

2) Category vs the average amount requested stacked with status to visualize whether the most successful categories are also the most likely to have smaller asks

3) Percent of goal for successful projects to visualize how often projects just meet vs. greatly exceed the goal.