**Conclusions:**

A higher success rate is observed for the following categories:  
**Film & Video**  
Within this category, documentary, shorts and television had 100% success rate whereas animation and drama had 100% failure rate.  
**Music**  
In this category, faith (so far) and jazz sub-categories haven’t had any success.   
**Theatre**

There is a high chance a project will be successful if it can limit the goal to under USD 50k.

In the food category, only small batch have succeeded. A quick return on investment and low risk could be the motivation here.

In the sports category, tabletop had a 100% success rate and mobile & video games had 100% failure rate!

In publishing category, non-fiction, radio & podcasts had 100% success rate.

**Limitations:**

Data set is unevenly distributed, film & video, theatre and music account for more than 63% of the data. Categories such as food, games, photography & publishing each account for about 5% of the today data.

Data set provided is a small subset of the total projects launched by the Kickstarter, less than 2%, conclusions based on such a small set will not be accurate.

About 8% data belongs to cancelled state and there is no information on why a project is canceled.

**Other Table/Graph possibilities:**

Pie-charts could have been used to provide a good visual representation of the success/failure rate by categories.

Scatter charts could be used to deduce the distribution of successful projects based on the goal and the corresponding co-relation