We’ve learned many things from this analysis of Kickstarter projects. The chief among these conclusions is that generally the smaller the kickstarter budget, the more likely it is to reach its goal. It can clearly be shown projects with budgets under $5000 will have much greater success than those above this mark.

We can also conclude that music kickstarters are the most likely to be successful with the greatest chance of failure coming from technology products. This makes sense as technology products will also have complex manufacturing processes which introduces greater of chances of unexpected deviations from the plan while the distribution plan for music can be as simple as emailing a file.

One last piece of information we can glean from this data is that December is a terrible time to start a Kickstarter project. Projects started this month have almost a 40% less chance of succeeding than other months. This may be due to the influence of holiday spending and people have less discretionary income to spend on Kickstarter projects.