From the data provided we can learn a lot from how Kickstarter work. Some of the most successful projects have been in the Theater, Music and Video categories. With the sub categories that are the most successful are plays, hardware, indie rock and documentary. Some of the worst have been Food, games, publishing, and photography. With the worst subcategories being Radio and podcast, nature, mobile games, and food trucks. When the Kickstart go live has not made an impact on their success rate.

I personally believe that the data set give a lot of the more important information. The downsides are being able to judge the quality of each individual project. Some that have failed simply could have been due to better options on the market that people would have rather backed. Doing some external research some of the more successful kickstarters have been do to fan support. This data does a great job on helping to start the conversation. To really utilize the information effectively someone would need to do more research in the category/sub that they are interested in getting into.

A good graph that would be helpful is being able to judge number of backers to failed projects. With the Category being one of the variable.