**Takeaways**

From the data you can see that Journalism was very successful with a 4/4 success rate. However, the dataset is very small, and more data would be necessary to draw this conclusion decisively.

Games and food had the lowest success rates with 21/48 and 22/46 respectively.

Technology did well with a 64/96 success rate.

**Other data**

Other data that would be useful in making an analysis would be the percentages successful, failed and canceled for each category and subcategory.

A limitation of the data is the broadness of the categories. It might be helpful to have one more subcategory.