**Conclusions**

1. Theater and music categories are by far more successful than the others.
2. Kickstarter may not be a good place for journalism startups since the data shows 100% cancelation.
3. Technology seems to be very competitive and the chances of failure and success are close.

**Limitations**

1. Not representative sample, the total projects are over 300,000 but the dataset is 4,000 and we are not told how these study subjects were selected.
2. Not all industries are represented, industries like manufacturing, fashion and agriculture are not shown in the dataset.
3. The timeframe is not similar for all categories, the lucrativeness of an industry may vary depending on the economic situation of that specific period.

**Additional Tables and Graphs**

1. The number of investors attracted by each industry.
2. The funding overview of the same industry groups by traditional means of financing.
3. The communication means they used to present themselves to the potential crowdfunding investors.