**Reasonable Conclusions based on the dataset:**

1. Out of all projects included in the dataset, Theater, Music, and Technology are the top 3 categories with highest number of projects, each account for 33.86%, 17.02%, and 14.58% of the total population, respectively. However, when only analyzing the successful projects, the top 3 categories with highest number of projects are Theater, Music, and Film & Video, each account for 38.40%, 24.71%, and 13.73% of total successful projects.
2. The overall success rate of the entire data set is about 53%. Music, Theater, and Film & Videos are once again the top categories outperformed other parent categories with the success rate of 77.14%, 60.23%, and 57.69% respectively. All other parent categories’ success rates are below the overall success rate of 53.11%. This indicates the three categories mentioned above have a higher change to be successful in fundraising campaigns.
3. While the overall population cancellation rate is 8.48%, Journalism and Technology has significantly higher cancellation rate compared to other parent categories of 100% and 29.67% respectively. In fact, for journalism categories, all projects launched have been subsequently cancelled.

**Limitation of the data set:**

The dataset is most likely small compared to the overall art projects seeing funding worldwide. Also, the data contain only 25% of the projects launched outside the US. Hence, the conclusion reached by analyzing the dataset may not be as relevant for the users and projects in other locations as compared to US based projects. Furthermore, the data presented in the population are for projects launched between 2009 and 2017. It is somewhat outdated and may be lack of relevance for predicting projects to be launched in 2020 and beyond.

**Additional table or graphs:**

We can also analyze the result by country by parent category to understand the difference preference for the audiences in different region.