Conclusions:

1. ~50% of projects are successful.
2. The smaller the dollar goal, the higher chance of success.
3. The categories Film and Video, Music, and Theater are the most successful categories, 58%, 77%, and 66% respectively.

Limitations:

1. Insufficient sample size of ~4000 compared to population size of 300,000; <1% of dataset.
2. The success of the Kickstarter campaign does not inform the success of the project.
3. No information on the sufficiency of the goal.

Possibilities:

1. Percent Successful, Failed, and Canceled by category and sub-category.
2. Percent Successful, Failed, and Canceled by project duration