Three conclusions you can draw from a brief analysis of the data provided:

-Technology-centered projects get canceled at a much higher rate than art-based projects. This is perhaps due to the rapid pace of developments in the tech sector.

-Music projects are successful at a higher percentage than other styles of art (not including the film & video parent category, perhaps because music and movies are the two most familiar art styles in the developed world.

-Theater projects are almost guaranteed to succeed, perhaps due to the fact that the principals can estimate their budgets with higher-than-average accuracy.

The limitations of this dataset are that it’s not useful to too many people. It’s not clear that people who start Kickstarter campaigns base their projects on data. It’s much more likely that musicians pursue music projects, while publishers produce publishing projects.

(Another limitation I encountered was that the Mac OS version of Excel doesn’t allow you to include a filter selector on the charts, which I didn’t figure out until about three hours ago. Also, I just couldn’t find a practical way to turn the Unix timecodes into just a “month” column.

Other Kickstarter-related tables that might help would be “fraud rate,” and “follow through rate.” Asking the questions basically, “what genres do fraudsters see as better for fraud?” and “besides merely collecting the investments through Kickstarter, what percentage of successful projects come to fruition?”