After analyzing the data, many conclusions can be made. Firstly, a vast majority of projects on Kickstarter originate from the US. The majority of these projects are art projects, mainly music and theater projects. They are also the two categories with the highest number of successful projects. But since theatre projects are by far the majority of projects on the platform, they also have the highest number of failed projects.

There are many limitations to this dataset. The dataset does not include any qualitative data relating to the appeal of the project’s page, such as the length of the video, the project’s thumbnail, and catchphrase (if any). It also does not take into account the rewards that come with the pledges, which could influence what projects get backed. There is also no information about the backers’ backgrounds, age, interests and income. These could impact what projects get backed on the platform. Also, projects could be canceled for many reasons. A break-down of the possible reasons could have helped better understand what reasons lead to a project’s cancellation.

From the data available in this dataset, another possible analysis could have been checking for the impact of the staff pick and spotlight on a project’s success. This would allow us to check for any trends regarding a project’s success that could arise from having it promoted by the Kickstarter website.