1. Rock is the most successfully funded musical genre around the world, entertainment-based Kickstarters (i.e. theater or music) is the most frequently attempted of campaigns, and technology campaigns tend to have the most cancelations (specifically web and wearable campaigns).
2. There is a sharp uptick of campaigns from 2009 (when Kickstarter began) all the way to 2015 followed by a steep decline. This is probably due to the cutoff in the data at 2017 and not entirely representative of a lack of campaigns. It would be useful to see more recent data to see if the current trends are continuing, as well as to scrutinize certain areas that have becoming more popular recently (i.e. technology/space exploration).
3. It would be interesting to determine if there is a relationship between the goal of a campaign and the type of currency used. Information about the currency’s value at the time of the campaign would be needed in order to determine this relationship. One can hypothesize that the greater the value of the currency, the less that would be asked in the goal.