Kickstarter, a global crowdfunding platform, in which backers can invest in a diverse range of interesting projects. From the compilation of data from 2009 to 2017 we can see several trends in regard to project outcome. In all 20 countries analyzed, projects in entertainment, including music, theater, and film and video had a 53% success rate. Therefore, It may be lucrative for investors to back entertainment projects. Furthermore, when we examine subcategories and find that theatrical plays have a 65% success rate (the highest success rate of any subcategory). However, this may be attributed to a larger number of projects in the theater subcategory being backed and is not necessarily due to theater being the most lucrative project subtype. Lastly, we see that the overall project success and failure rate is significant in favor of project success at 54%. However, this data only takes into account data from 8 years and we may be seeing the beginning of a leveling off trend where project success is more dependent on luck of the draw due to cultural and societal factors. This data set, although it begins at Kickstarter's conception in 2009, is limited because trends need to be tracked over time for many years. Given the limitations of the current data set, it would be interesting to make tables that tracks monthly project success, failure, and cancel rate for each year to determine when projects are more successful throughout the year. We might be able to make more concrete conclusions temporally if able to analyze this data. It would also be interesting to make a graph that shows the relationship between the number of backers and project outcome, this would help determine if a project which has more backers is more successful, given the assumption that more backers translates to a more popular project. As mentioned above, other factors may influence project outcome, so more parameters need to be tracked, including metrics like social media shares, products and projects already on the market which are fulfilling a need or space, to draw any conclusions about project outcome.