* The most successful Kickstarter campaigns seem to occur in the beginning of the year peaking in May, while there is a drop off in the summer (possibly with increased household spending in the summertime) through the beginning of the school year in September (parents money tied up with buying kids school supplies), and a very steep drop in December (peoples’ money going to gift buying and other charitable giving instead).
* Conversely, failure of Kickstarter campaigns peaks in January and the summer as well as October.
* Cancelled projects remain fairly consistent.
* Limitations of Data Set – Why were some projects cancelled? Because they thought they might fail?