Conclusion 1: The rate of success is only 53.11% and 45.67% of Kickstarter projects either fail or are canceled

Conclusion 2: As the goal amount increases, the overall success rate drops in a near linear fashion. In contrast, the chance at a project being canceled or failing increase.

Conclusion 3: Music related projects have the highest rate of success, with 79.41% of projects succeeding, and 20.59% failing or becoming canceled (excluding the live projects)

A possible limitation for this data set is the small number of categories, or how certain projects are categorized if they overlap between two groups.

A pie chart could be useful to better visualize the number of projects each category has. A scatterplot could also be used for visualizing the number of projects in each category or could be used to visualize how often a project succeeds.