Some conclusions from the kickstarter campaigns

- most of the campaigns start in US and GB

- music industry seems to be the leader in successful projects

- theater along with other arts such as film & video seem to have an almost even ration between success and failure of campaigns

- technology as well as food industry related campaigns seem to have more failures rather than success’s. Wearables and food trucks seem to have the least amount of luck. While restaurants and gadgets seem to be doomed from the start.

Based on the given data, a more detailed chart of funding would be interesting to look at, i.e. chart of loss vs profit of the campaigns; a chart/tables based on the length of the campaign vs money raised and its success would be interesting as well.

Seems that the data set is missing the reasons of failure on well backed projects monetarily wise. Would be interesting to see exactly why a campaign failed even if it had a solid amount of backers behind it.