**Conclusions**

* Projects in film & video, theater and music category are more likely to be successful than the others.
* Projects has a better chance of reaching a goal if the goal is less than 1,000.
* If the goal is greater or equal to 50,000 it has more than 50% chance to fail.

**Limitations**

* Extreme values in goals which seems to directly affect the success rate.
* Currency is not standardized.

**More charts**

* We can do a chart to show success rate by country
* We can do a bar chart to see if the staff-pick and spotlight has any relation with success.
* Line graph to show relation between number of backers and success rate.