There are many conclusions that can be made using the data provided in this assignment. One of which is that it appears entertainment-based projects (film, music, theater) have a higher likelihood of being successfully funded. Another interesting conclusion is that it appears technology projects are most-likely to be canceled. One could guess that it is because building technology likely has more unforeseen obstacles than other categories. Perhaps the most telling conclusion is the inability to come to conclusions as one drills down on the data. For example, in the film and video category, in each sub-category, of which there were anywhere from 40 to 180 projects, each project of each sub-category shared the same state, whether they all failed, all succeeded, or were all canceled. That draws significant concerns about the reliability of the data, whether it is accurate or simply not a proper sample.

One major limitation of this dataset appears to be that there is a significantly higher number of theater category projects included. While it is possible that there are more theater projects on Kickstarter as a whole, it is more likely that amount included in this data set is disproportionate to the total on the website. Although the effects aren’t apparent, that could cause skewed results in making general conclusions.

A large compilation of data such as this can produce a lot of interesting results. One chart that would be interesting to look at is the state of projects over the years. Perhaps as Kickstarter has become more popular, that has had a positive or negative effect on the success rate of projects. I think it would also be interesting to see if the size of the average donation influences success rate.