1). More than two billion dollars have been raised for the great successful crowdfunding service. The most of project did not achieve, in this project. The Kickstarter 3000000 projects launched on Kickstarter.

The Kickstarter is grooving massively, most of organizations, using data from them and then they want to achieve their goals.

2). The limitations database is not enough, there are many results is not show statistically. We should find statistically results.

3. A) as result, the most of Kickstarter projects are successful when we compare with fail project and canceled.