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Conclusion:

1. As expected, Kickstarter projects have higher project success rates rather than failure, 56.43% versus 34.76% and only 8.04% were cancelled. Also, we can highlight that theater, film, and music were the most successful projects; however, the same categories of projects were failure for Kickstarter the same time.
2. Secondary, based on provided data, we can see that in some of the countries Kickstarter projects were not successful, for example, Sweden, Mexico and China.
3. Finally, as I expected the success rate by category varies over year due to the shift of funding. For example, average success rate of Kickstarter campaigns was 75.38% in 2010 while in 2011 and 2014 average success rates were 43% and 48.56% relatively.

2. There are some limitations of dataset such as lack of parent categories and sub-categories which doesn’t give us a big picture of Kickstarter projects, plus some of the outcomes are not statistically relevant.

3. There are a couple of graphs that could be useful for a better analysis of campaigns such as project size distribution and project pledged for distribution, percentage of goal reached based on success and failure of projects, and timeframe for individual projects. Plus, we also can create graphs which demonstrate relationships between project size and success rate, and project goal and the amount pledged.