Kickstarter campaigns have increased in prevalence since 2009, with a major explosion in number of launches between 2013 and 2014 and a peak in 2015. May, June, and July are particularly popular months for launches. We can also see that across years, launches in Q2 and especially the month of May have a better chance of success than other time periods, for many of the categories except perhaps for film. Campaigns launched in December are at most risk of not succeeding. In terms of limitations of the data, it is difficult to interpret trends for some specific categories especially given the small n of projects available. It would be interesting to create tables examining the success rate of projects depending on their deadline dates. It might also be useful to examine whether success rate is tied to the length of campaigns (from launch to deadline), meaning that future campaign creators should be encouraged not to cancel at early stages.