**Conclusions from Kickstarter Dataset**

- A little more than half (53.11%) of Kickstarter Campaigns during this time frame were successfully funded. The majority of which were plays. Plays also account for 25.9% of all Kickstarter campaigns.

- Plays also had the highest number of failed or canceled campaigns, (353 out of 1879 unsuccessful campaigns).

- The US accounts for 73.8% of all Kickstarter campaigns during this time frame.

**Limitations**

- This data set doesn’t give any useful insight into what makes a campaign successful. Two people might have the same general idea, but one might fail while the other is successful.

- Who are the people that donate to these projects? Are they friends/family/followers of the project starter.

**Other Avenues to Explore**

- Looking at the average donation for successful campaigns.

- Looking at how much time was there between the start of the campaign and the deadlines set.

- Looking at how many campaigns were successful based on whether or not they were staff picked.