1) 3 conclusions:

-There are more "successful" projects than "canceled" and "failed" projects (a pie chart might show this more clearly).

-Plays make up a significantly higher portion of all subcategories of projects, and do so by a significant margin

-All 100 animation projects failed

2) It is hard to gauge how many of the "successful" projects will actually go live.

We seem to only have data on the ones that went "live" at the beginning of the year - January to March. We really don't know how many of the "successful" projects will end up going live eventually.

3) We could create a chart/table that analyzes the successfulness of projects by country. When we do this, we can see that the vast majority of projects come from the US, and to a lesser degree, Great Britain

It also becomes apparent that Kickstarter projects originating in countries other than the US and GB have a harder time finding success.

The graph is below