1. Music is the category most likely to be successful. Plays are the most likely campaign to be launched. Campaigns, on average, are more likely to fail in December.
2. Crowdsourcing on Kickstarter seems to be relatively new, the data from the first few years is small and the latest data seems to show its use decreasing. Also some project goals seem inordinately low.
3. An 100% stacked area chart to illustrate # of successful/failed/canceled campaigns, because pretty and % is better indicator than number.