* Conclusions
  + Overall, 53% of ideas succeeded and 37% failed.  
    Music, Theater, Film/Video ideas has over 50% success rate.  
    Food, Games, Publishing and Photography has over 50% failure rate.
  + Ideas with Goals < 1000, have 71% success rate. And as Goal increases, success rate decrease. Hence failure increases as Goals increase.

2097 had 100 or more than 100% funding. Off that 2086 are succeeded.  
Journalism ideas didn’t get any funding and hence failed/cancelled.

* + December is not a good month for crowdfunding.

Begin Crowdfunding Jan and finish before June. First half of the year works better.

* Limitations
  + 2009, 2010, 2017 has less data available than other years. More data better trend analysis.
  + Cancel/Failure reason is not available. This would help identify a trend on cancel/failures.
* Possible Tables/Graphs
  + Country/Currency Analysis Tables/Charts.
  + Funding duration analysis. What is the average duration funding is open and find the trend on success?
  + Backers Analysis based on Category.
  + Average Donation Analysis by Category.