Based on the data provided from Kickstarter, campaigns that are most likely to be funded fall into the music and theater categories. While the theater was the most abundant campaign category from 2009 to 2017, 60% were successfully funded. Music campaigns had 77% successfully funded campaigns. In addition, held the most subcategories 100% success rates, including, metal, pop, classical, and electronic music.

When looking at campaigns with the largest percentage of funding, it appears that technology and game campaigns are the most likely to exceed their original funding goals, by more than four times the original goal. Also, it seems that the larger the goal, the less likely the campaign is to reach funding.

When thinking about the limits of this data, the average donation metric does not take into large donations.

Additional tables and charts could include the percent funded compared to the category. This would provide a better picture of what categories are most and least successful on the platform.