Assumptions

Based on the data provided music and theater are the more likely to be funded, with music having 77% successful campaign funding and theater have 60% successful campaigns.

During the data collection window, all metal, pop, classical, and electronic music campaigns were funded.

It seems that technology and games are the most likely to exceed funding goals by more than double.

Theater campaigns were the most common camping type from 2009 to 2017.

Success if negatively correlated to the goal. Meaning, the smaller the goal, the more likely the campaign is to be funded and the larger the goal, the less likely the campaign is to meet funding.

Limits of the Dataset

The average donation metric does not take into account large donations.

Additional Tables

I would be like to see a table the shows the percent funded compared the category.