**Conclusions**

* Over 73% of projects launched in the US
* The most “successful” categories are theater, music and film/video, where music projects are the most “effective” ones, because of 77% successful projects
* Some Sub-categories showed 100% of effectiveness: documentary, shorts, television, tabletop games, hardware and almost all music category, where rock sub-category was the only to have more than 150 projects with 100% of effectiveness: 260 successful projects

**Limitations**

* We don’t have any data about the profits of those projects, thus 1 hardware project might have more profit than the projects of the hole music category
* No information to try to analyze the cause of failing the project

**Possible tables/graphs**

* A graph to compare successful and failed projects in terms of: goals, duration, backers number