Conclusions:

* Almost all non-canceled proposals are successful for each parent category. The only exception being the games category, which only has two more fails than successes.
* Almost all non-canceled proposals are successful for each sub-category. The three exceptions being the radio & podcasts, mobile games and science fiction, who have 0, 4, and 4 more fails than successes respectively.
* Proposals, created in June and July tend to be more successful compared to proposals created in other months.

Limitations:

* Proposals in the film & video, music and theater categories are overrepresented in the dataset. Namly, these three categories account for 69.7% of the dataset where there are nine categories in total. Hence, any analysis using the data will mostly be relevant for proposals in the three categories and likely irrelevant for proposals in the other categories.
* The money value amounts are in different currencies.

Additional tables/graphs:

* Scatter plot of goal vs pledged for each parent category. (we could also make a similar plot using sub-category instead of the parent category)
  + Analyse how the pledges of small-goal proposals compare to the pledges of proposal with larger goals.
  + Analyse pledge outcome as a function of the goal amount
* Table of the average Percent Funded (x-axis) for each parent category (y-axis) of unsuccessful proposals. (we could also make a similar plot using sub-category instead of the parent category)
  + indicates how average much a proposal will fall short of its goal, given that it fails, for each category.
  + If a proposal has only made x percent of their goal after a sufficiently long time, proposal authors could compare x to the information contained in the table. The comparison could then be used in their decision to cancel early.