1. Three conclusions that can be assumed in regards to the data given is:
   1. Theater and plays shows the highest of volume of attempts to raise funds. Which shows that the market for sourcing capital towards theatrical performances is changing from pitching studios to means of crowd sourcing.
   2. Peak momentum of all attempts was in the Spring season and the number of attempts slowly drifted by years end.
   3. The data shows that around 40% of projects fail, succeed and 20% are canceled before the project is finished.
2. Limitations in the data set include post funding whether or not the company succeeded and could possibly impact whether a company could thrive off of a crowd funding campaign. A limitation could also include averages becoming skewed due to canceled projects. Also, most reasons for canceling a project are not usually stated voluntary. It would be difficult to find a trend based off the reasons why the project was cancelled.
3. Other graphs and tables can be created by looking at the relationship of time and capital raised and the average time before the project was cancelled.