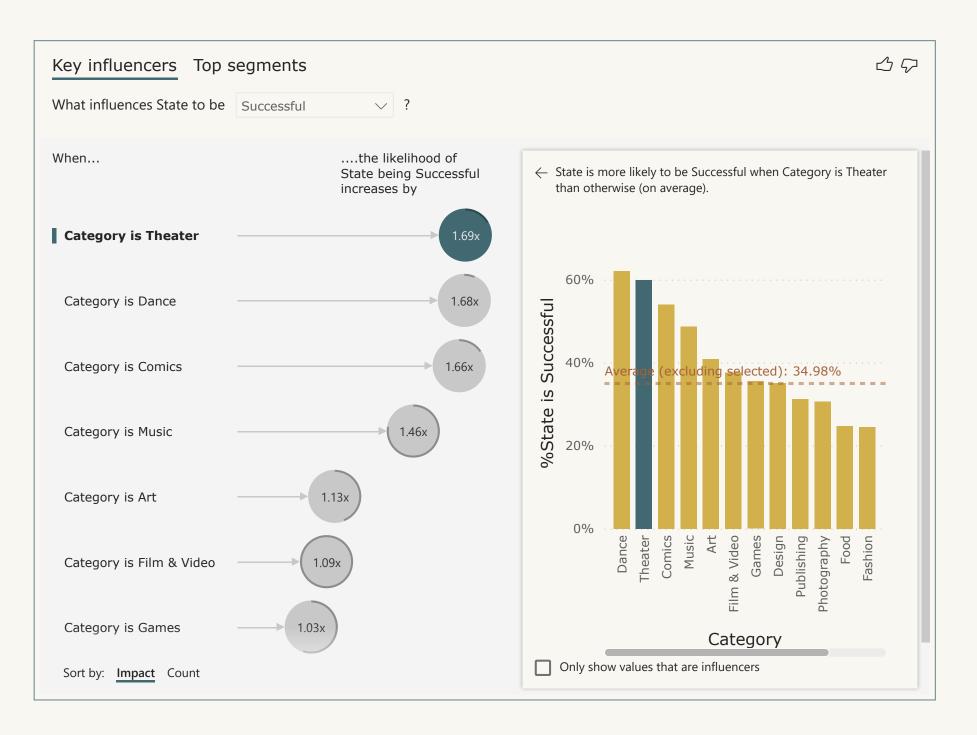
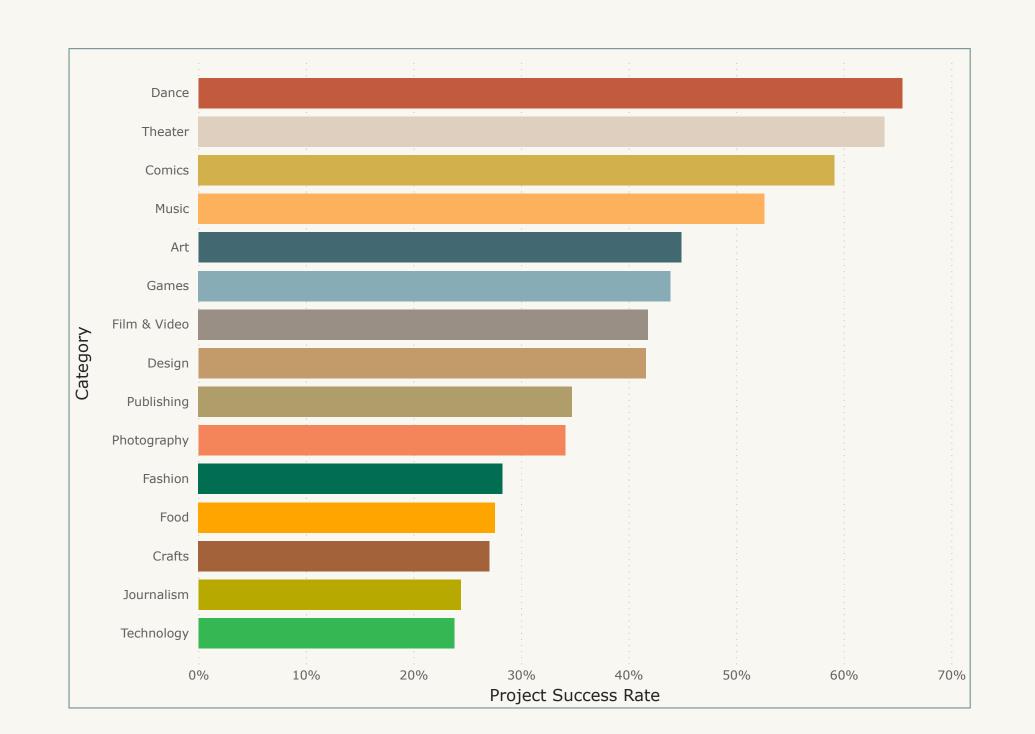
Avg. Backers

# KICKSTARTER PROJECTS

YEAR: **2009-2017** 

#### PROJECT PERFORMANCE





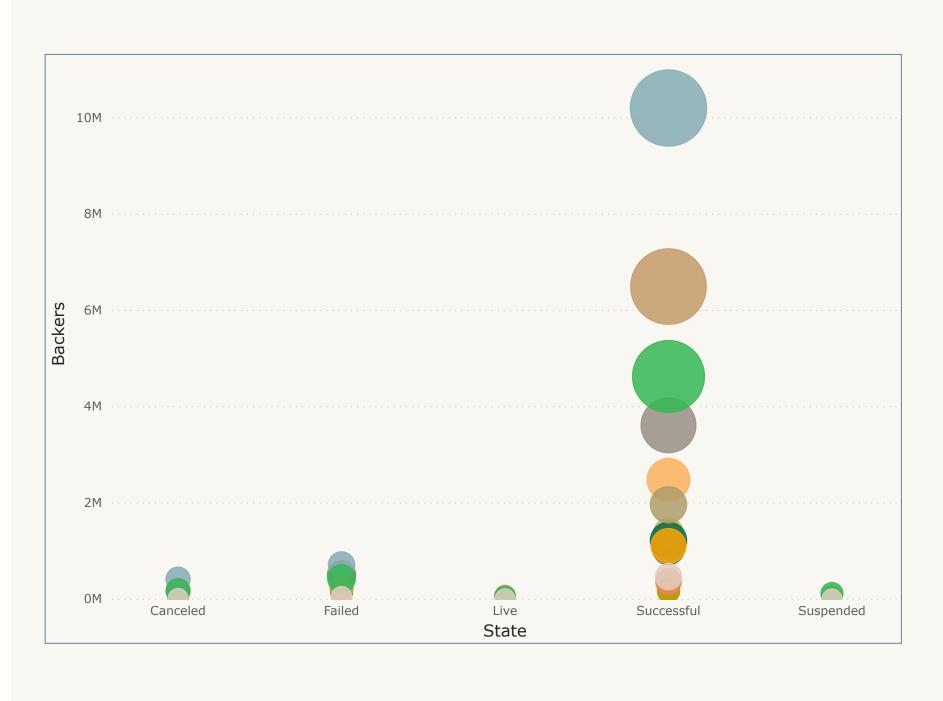
"Dance" category has the highest success percentage at 65.5%.

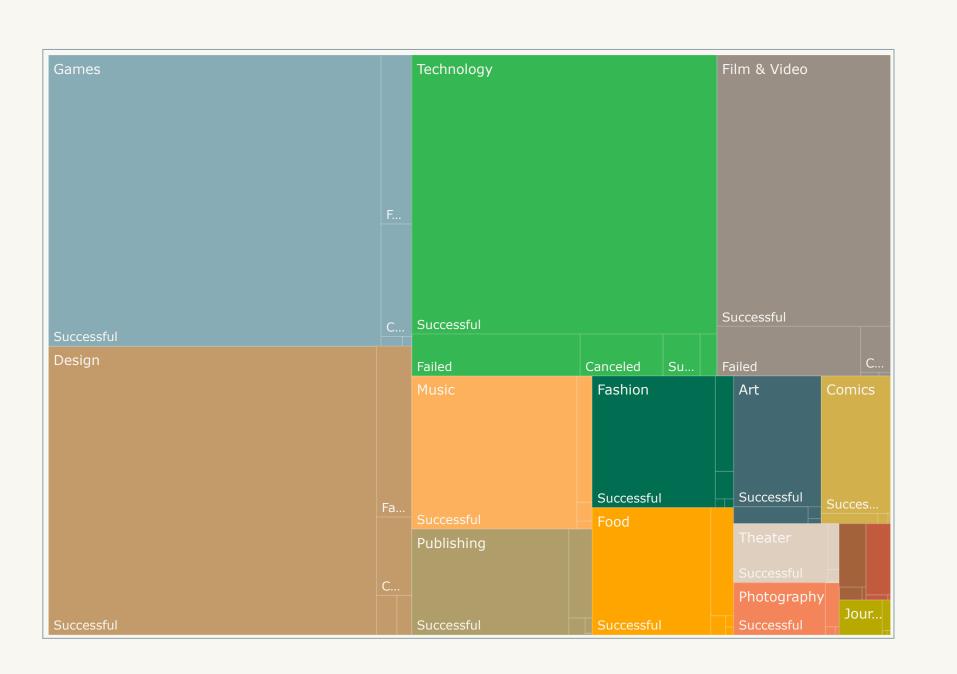
"Theater" category is 1.69 times more likely to be successful than other

categories combined.

"Music" category has 48.7% of projects that are successful, which is 13% higher than average.

#### **PROJECT STATISTICS**



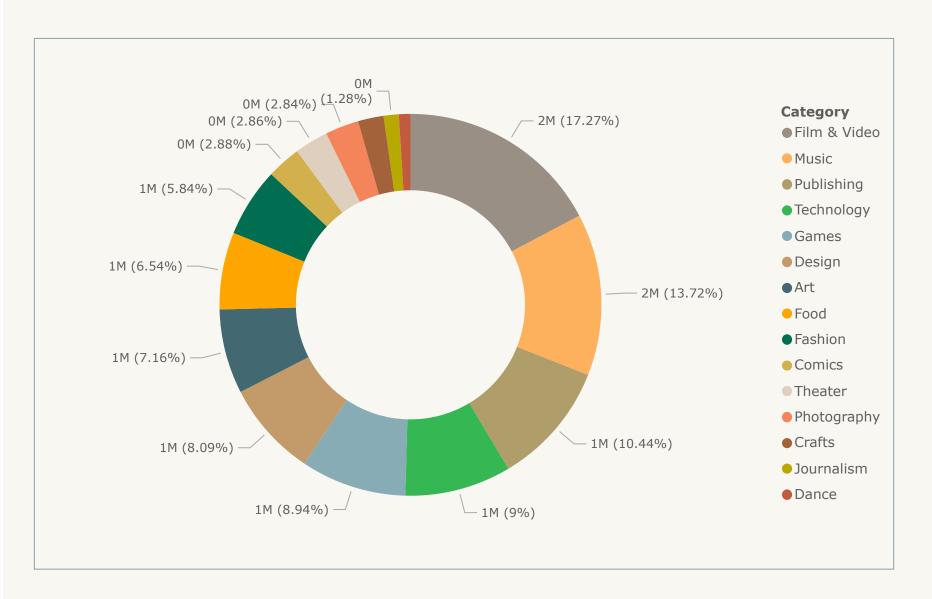


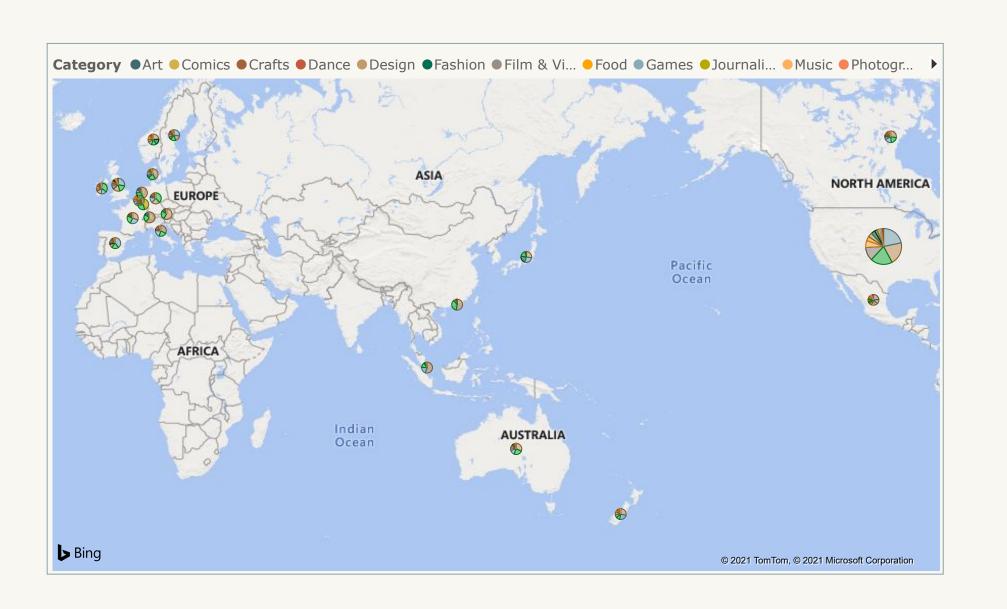
"Games" category has most number of backers, specifically backing Tabletop and Video Games subcategory. Hence, it also has most amount pledged to it followed by "Design" and "Technology".

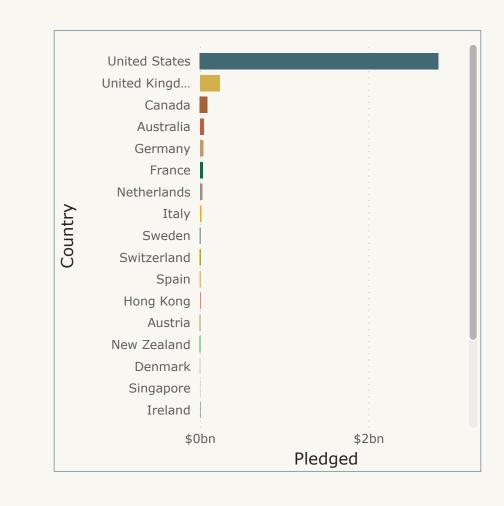
Talking at subcategory level,
"Product Design" has most
amount pledged towards it.

"United States" is the leader in supporting kickstart projects.

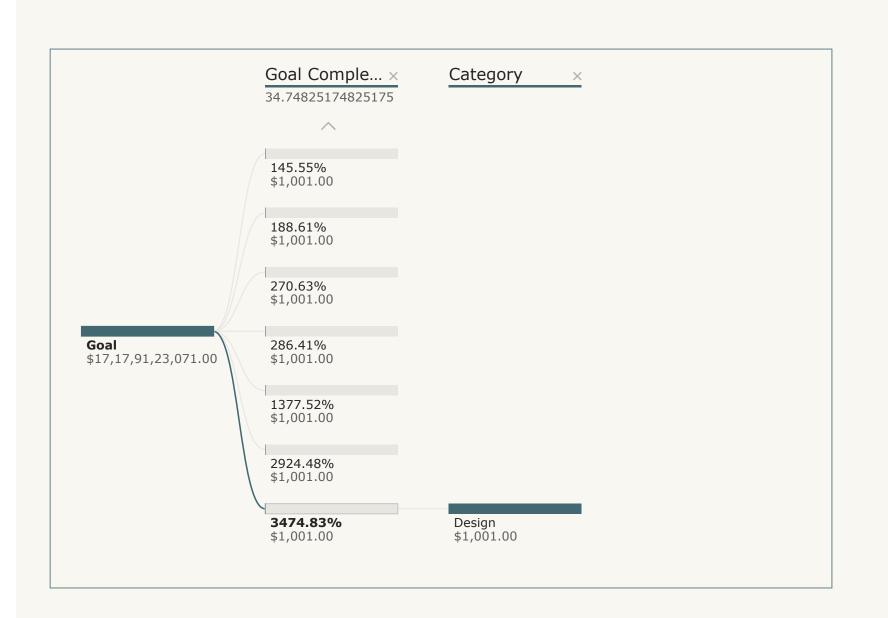
"Film and Video" category
has highest combined
campaign period, followed by
"Music" and "Publishing"
category.

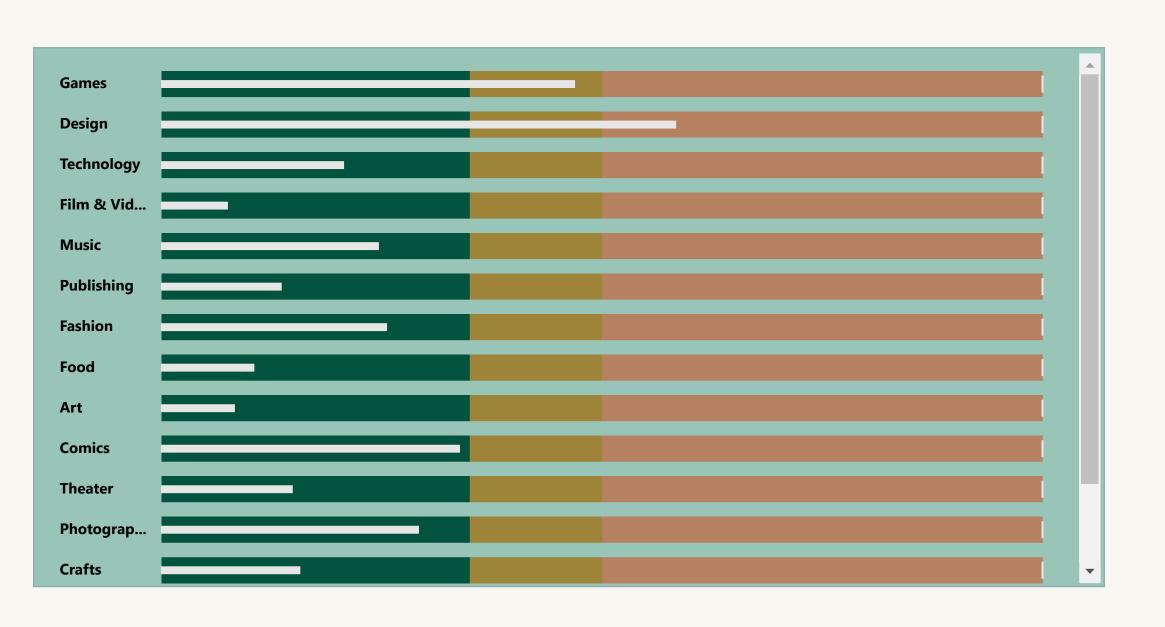






### **GOAL ANALYSIS**





For project over \$1000,
"Design" category has the biggest goal completion percentage with 34,783 USD Pledged.

"Design" category has able to reach more that 50% of total goal amount, whereas "Journalism" and "Film and Video" are poor performer in this regards.

Project success rate has

declined from year 2013 to

2015. It has been increasing

from since 2015 but it hasn't

been able to touch its peak

success rate of 46.4% of

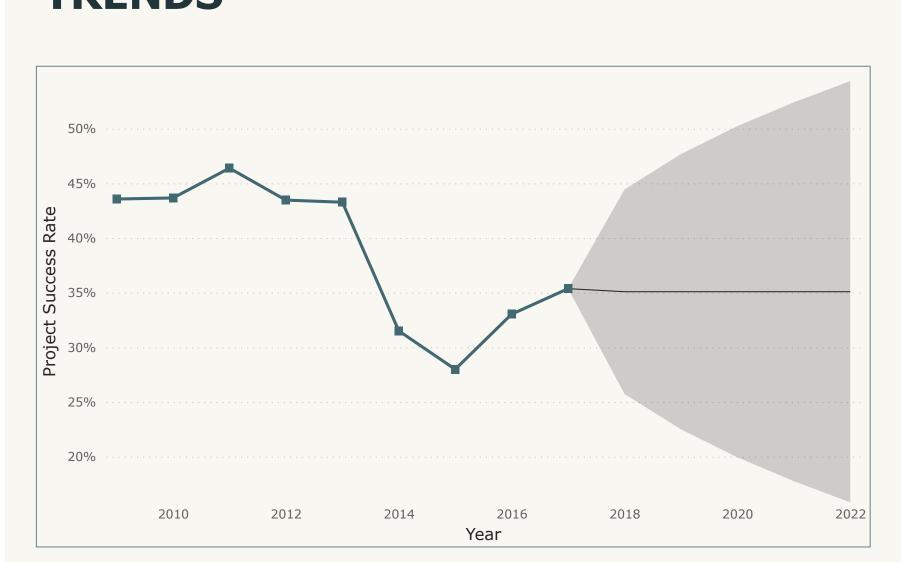
Year 2016 and 2017 saw

humongous goal amount

decline across all categories.

2011.

## **TRENDS**



Art	Film & Video	Theater
Comics	Games	
Dance	Music	

Category	2010	2011	2012	2013	2014	2015	2016	2017	Total
⊕ Art	470.74%	264.12%	71.34%	110.76%	254.63%	44.76%	-13.60%	-37.16%	18.64%
	1172.22%	100.80%	272.97%	15.99%	872.90%	-84.62%	-31.08%	-10.22%	6.40%
⊕ Crafts	1215.20%	116.55%	115.36%	112.72%	503.63%	93.47%	-53.21%	-28.23%	15.70%
	1581.39%	342.14%	47.61%	-7.45%	94.93%	58.48%	-43.44%	-38.38%	11.02%
	408.87%	<b>1</b> 237.27%	250.52%	64.65%	117.70%	163.42%	-46.65%	-45.60%	13.03%
	763.92%	364.40%	298.49%	113.64%	132.06%	152.48%	-59.57%	-4.75%	18.55%
	1776.39%	82.65%	129.00%	40.20%	95.26%	59.72%	-33.43%	-5.70%	20.94%
⊕ Food	1080.39%	340.71%	295.55%	29.44%	734.24%	11.39%	-38.38%	-62.62%	8.43%
	474.83%	1978.03%	335.29%	32.32%	23.08%	175.63%	-46.20%	-53.06%	10.21%
∃ Journalism	10901.74%	-93.95%	192.73%	-17.03%	667.51%	624.15%	-22.93%	-83.94%	5.95%
⊕ Music	618.87%	371.96%	54.17%	-31.60%	111.64%	82.86%	-55.30%	-21.56%	11.95%
⊕ Photography	901.90%	140.01%	69.08%	132.49%	14.24%	26.66%	-24.80%	-49.85%	9.96%
	507.81%	356.51%	266.45%	2.34%	326.38%	10.14%	-18.12%	-64.72%	8.97%
	659.54%	349.85%	228.13%	435.58%	334.14%	84.98%	-53.08%	-37.74%	13.48%
	904.91%	138.23%	90.13%	92.12%	98.05%	34.07%	-43.28%	-58.59%	7.74%
Total	1378.81%	135.10%	151.95%	50.10%	173.19%	69.47%	-40.80%	-35.14%	14.63%

\$800.00M —					
\$700.00M —					
\$600.00M —	1700	77			
\$500.00M —					
\$400.00M —	G.	<b>√</b> √	• •		
\$300.00M —		M			
\$200.00M —	100				
\$100.00M —	(1)3			65	

1378.81% 135.10% 151.95% 50.10% 173.19% 69.47% -40.80% -35.14% 14.63% "Technology" saw healthy goal increase from 2010 to 2015.

2009	2013	2017
2010	2014	2018
2011	2015	
2012	2016	