Is crowdfunding having a negative effect on the games industry? If so how can this be avoided?

COMP230 - Ethics and Professionalism

1507516

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1 Proposal

The topic I intend to research is on the issues of crowdfunding and how this method of funding effects the games project. For example comparing how successful they are compared to traditional publishers.

1.1 Paper One:

Kickstarter As a Source of Funds for Computer Games [1]

1.2 Paper Two:

Public Online Failure With Crowdfunding

   [2]

1.3 Paper Three:

Show me the money!: an analysis of project updates during crowdfunding campaigns

[3]

1.4 Paper Four:

A Long-Term Study of a Crowdfunding Platform: Predicting Project Success and Fundraising Amount

[4]

2

3 Conclusion

References

[1] B. Harris, "Kickstarter as a source of funds for computer games," *J. Comput. Sci. Coll.*, vol. 29, pp. 41–48, Dec. 2013.

[2] M. D. Greenberg, "Public online failure with crowdfunding," in *Proceedings of the 2015 ACM SIGCHI Conference on Creativity and Cognition*, C&C '15, (New York, NY, USA), pp. 333–334, ACM, 2015.

[3] A. Xu, X. Yang, H. Rao, W.-T. Fu, S.-W. Huang, and B. P. Bailey, "Show me the money!: an analysis of project updates during crowdfunding campaigns," in *Proceedings of the SIGCHI conference on human factors in computing systems*, pp. 591–600, ACM, 2014.

[4] J. Chung and K. Lee, "A long-term study of a crowdfunding platform: Predicting project success and fundraising amount," in *Proceedings of the 26th ACM Conference*

on Hypertext & Social Media, HT '15, (New York, NY, USA), pp. 211–220, ACM, 2015.