crowd funding -selected becuase fufills both the need for revenue and

helps making the business known to a wide audience.

likely to be indiegogo becuase they don't restrict website funding.

To start crwod funding all you need is an idea, beyond that, you need to

have a clear idea, and an existing audience to draw from.

From there one would go to the site and set up a page for funding and then

advertise and try to spread awareness of your campaign.

Most of the successful projects have been from Gaming related areas.

either games themselves or peripherals. Often from well established names

from within the industry.

best proposals generally include a video demo of a prototype of what is

being funded. And constant

Case studies:

Star citizen: Most successful crowdfunding campaign to date raising $42+

million dollars. created by Chris Roberts, a well known space game

designer.

Monster-kingdom Death: successfully funded board game. Intial proposal

showed a brief example of game play and the models that the game would be

using.

In all crowd funding pledge rewards are key. something to show what you

gave money for, not simply as a donation.

For my project, setting up an indiegogo page, then spreading news via

social media sites such as reddit, and provide several updates as funding

progresses