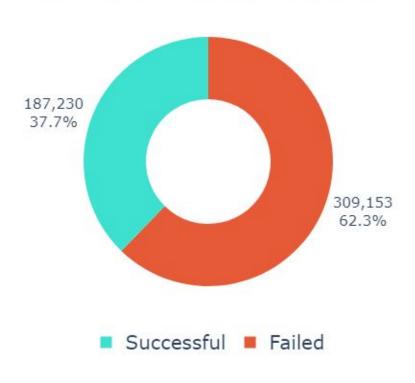
KickSmarter

Creating Successful Projects
With Machine Learning

What is Kickstarter?

- Crowdfunding Website
- Founded in 2009
- Focus on new creations
 - Art
 - Film
 - Technology
 - Games

Total Number of Projects On Kickstarter



The Data

A Quick Peek

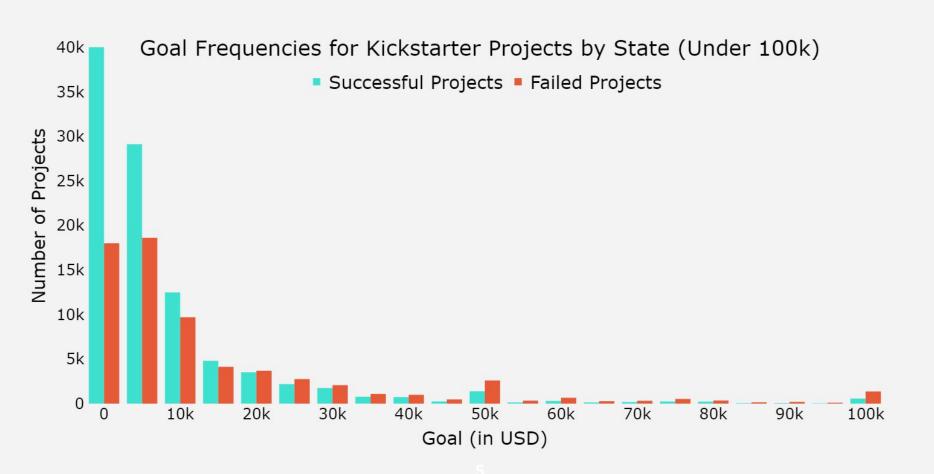
- 172,740 Projects
 - Data collected by webrobots.io (2020-07-16)

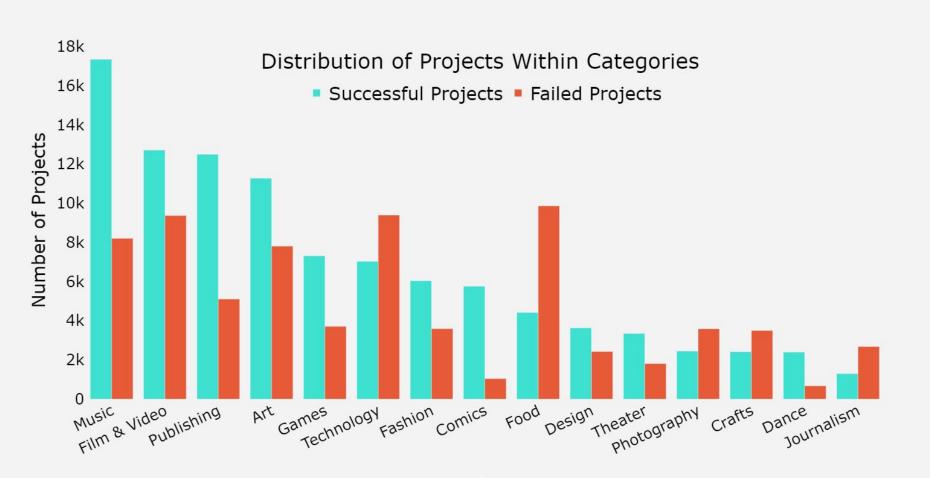
100k Successful	72.8k Failed
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- Features used included:
 - Start & End Dates Project Goal
 - Country and Currency Staff Pick

Category

- Blurb





2. The Model

Model Overview

- Model predicts if the project has failed or succeeded
- Tested 13 different models
 - Refined 4
- Selected Best Model
 - Gradient Boosting







Out of **100 Projects**

Correctly Identifies:

48 Successful Projects
25 Unsuccessful Projects

Incorrectly Identifies:

17 Unsuccessful Projects
10 Successful Projects





So, what does this mean?



Knowing that the model is 73% accurate:



More confident

If not already set,
finalize details used
in the model

Start advertising!

Consider risk!

- Financial Investment
- Prototyping
- Time Investments

More research

Alter details used

with model

Why Apply Machine Learning?

- Less time spent on research, more spent on the project
- Well informed data, using thousands of projects, can back decisions

Moving Forwards

Limitations

- Does not consider objective aspects
- Yearly trends not recognized
- Data used was ~34% of Kickstarter projects
- Limited data, does not include stretch goals

Next Steps

- Adding text processing to analyze project blurbs
- Test creating models using sub-categories
- Refine Models
 - Test using less features
- Test other algorithms

Find me at...



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Any Questions?

Credits

- Presentation template by <u>SlidesCarnival</u>
- Icons created by <u>Font Awesome Icons</u> and edited by myself
- Data collected by <u>webrobots.io</u>