CROWDFUNDING

INTRODUCTION INTO THE PRINCIPLES OF CROWDFUNDING

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TOPICS

- What is Crowdfunding? General principles
- Types of Crowdfunding
- Crowdfunding platforms
- Motivation Pros and Cons
- Tipps & Tricks
- Examples for Crowdfunding campaigns
- Summary

WHAT IS CROWDFUNDING?

GENERAL PRINCIPLES



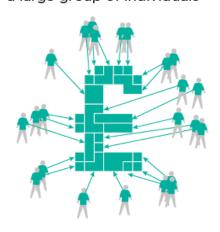
WHAT IS CROWDFUNDING?

- getting money
- from many investors ("crowd")
- generally for a specific project
- small contributions
- Internet-based

TRADITIONAL FUNDINGLarge amounts from one, or a few, sources

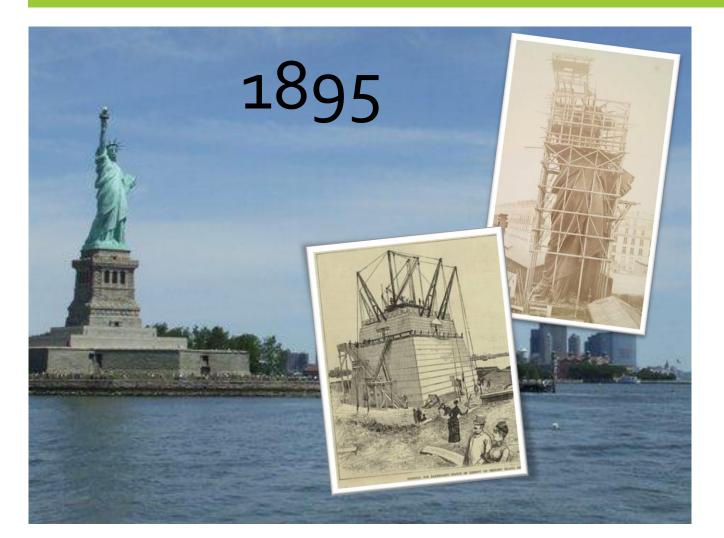


CROWDFUNDING
Many small sums from
a large group of individuals





THE IDEA IS NOT NEW....



Early example: Basis of the Statue of Liberty

Josef Pulitzer was asking for donations in his newspaper "The New York World".

He promised to publish the name of every single donor in his newspaper – independent from the amount given.

Supporters: > 120.000 citizens Funding raised: \$ 101.091



WHAT CONTRIBUTED TO THE SUCCESS OF CF?



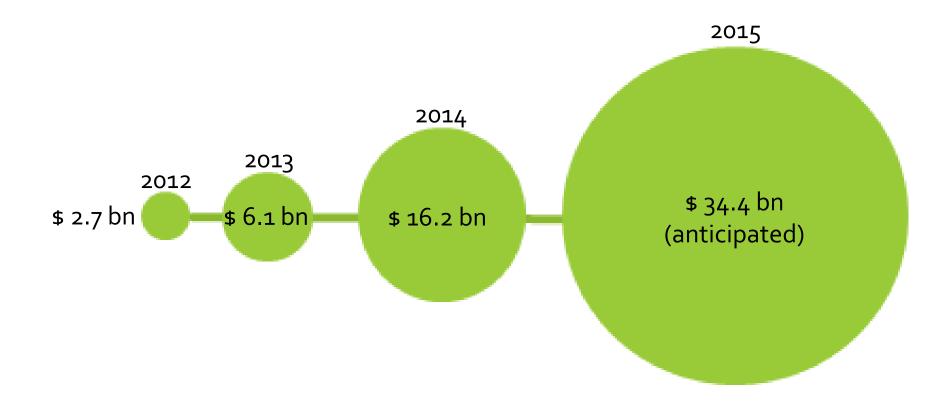
- 1997: Marillion raised funding for a reunion tour via ArtistShare
- 2006: *Prosper*, one of the pioneers in the peer-to-peer lending space, enables individuals to lend and borrow money outside of traditional banking channels.
- 2009: Mainstream crowdfunding websites like Indiegogo are launched and the beginning of a new form of crowdsourcing financing
- 2012: Jumpstart Our Business Startups (JOBS) Act in 2012 (by Obama); paved the way for a regulatory approach to protecting donors to crowdfunding projects -> made crowdfunding attractive as a significant source of funding
- Factors contributing: Economic and social crisis (imbalance of revenues, investment capabilities and investment returns), Crowdsourcing initiatives, internet development, success stories
- -> a combination of factors that make it possible



DEVELOPMENT CROWDFUNDING IN DE

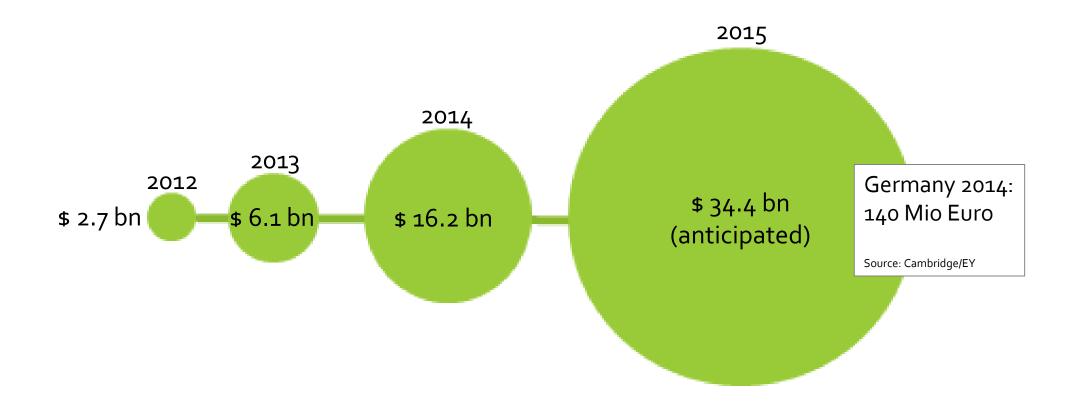
2015 2003 - 2015 > 80 Platforms in 2010/11 Germany Start in DE 2008/09 **BERGFÜRST** Start in USA 2006 bettervest SellaBand 2003 ecocrowd #Crowdfunding First "Fan Funding" Volksbanken Raiffeisenbanken nordstarter INDIEGOGO platform WEHR ZINSLAND **KICKSTARTER** vision bakery SELLNBAND artistShare® **COMPANISTO** 2000 2005 2010 2015

CROWDFUNDING – DEVELOPMENT 2012-2015



Chance Barnett: Trends Show Crowdfunding To Surpass VC In 2016, Jun 2015

CROWDFUNDING – DEVELOPMENT 2012-2015



Chance Barnett: Trends Show Crowdfunding To Surpass VC In 2016, Jun 2015

VALUE OF CROWDFUNDING



\$65Bn

Estimated Revenue Crowdfunding Added to the Global Economy in 2014³



1,250

Number of Crowdfunding Platforms Worldwide⁴



410%

Equity crowdfunding average growth rate 2012-2014⁵



270,000

Number of jobs crowdfunding created in 2014³

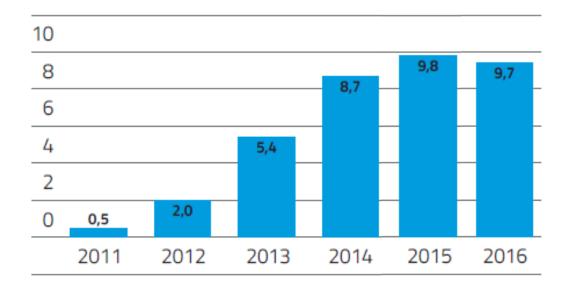


"[...] we saw \$16 billion crowdfunded in 2014, with 2015 estimated to grow to over \$34 billion.

In comparison, the VC industry invests an average of \$30 billion each year."

EXAMPLE: GERMANY

Capital raised by Crowdfunding 2011-2016 (in Mio €)



Statistics 2016:

Projects in total: 1.158

Capital collected: 9.7 Mio €

Average project size: 8.368 €

Average # backers per project: 117 backer

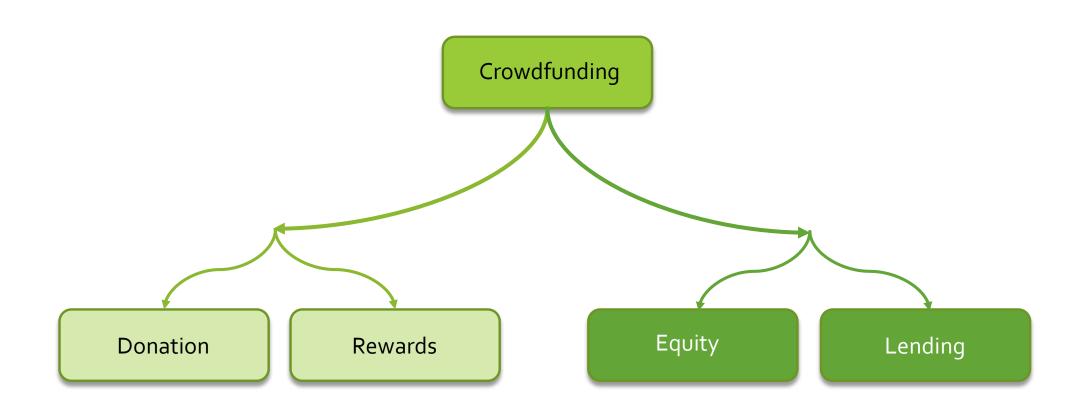
(in 2015 = 105 backer)

Average funding per supporter and project: 72 €



TYPES OF CROWDFUNDING

CROWDFUNDING CATEGORIES



DIFFERENT MODELS



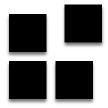
Donation based: Allows charities, or those who raise money for social or charitable projects, to gather a community online and to enable them to donate to a specific project.



Reward based: Enables people to contribute to projects and receive non–financial rewards in return, usually operating a tiered system where the more you donate the better the reward you receive.

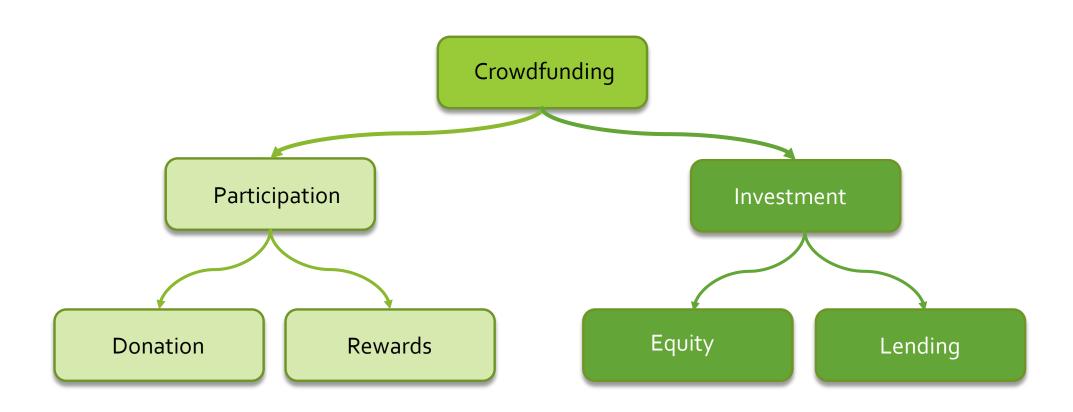


Lending based: Projects or businesses seeking debt apply through the platform uploading their pitch, with members of the crowd taking small chunks of the overall loan.



Equity based: Enables the crowd to invest for equity, or profit/revenue sharing in businesses or projects. This form of the model has been the slowest to grow due to regulatory restrictions that relate to this type of activity.

CROWDFUNDING CATEGORIES



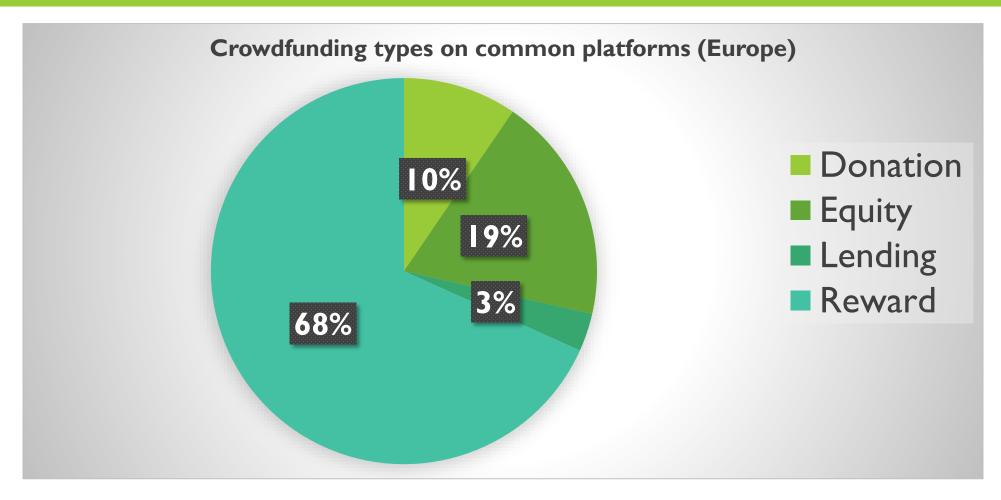
EXAMPLES FOR REWARD-BASED CF

- Give a copy of the "thing"
- Limited or special editions
- Share insides of the story
- Creative collaboration
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- "Goodies", also personalised
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- Mentioning of the sponsors (especially good for companies)





CORWDFUNDING TYPES ON PLATFORMS 2013 (EUROPE + USA)



Analysis of 63 platforms (Europe + main US platforms)

CROWDFUNDING BY TYPE

Total Global Crowdfunding Industry estimated fundraising volume in 2015: **\$34 Billion**

Breakdown:

- Reward and Donation Crowdfunding: \$5.5B
- Equity Crowdfunding: \$2.5B
- P2P Lending: \$25B

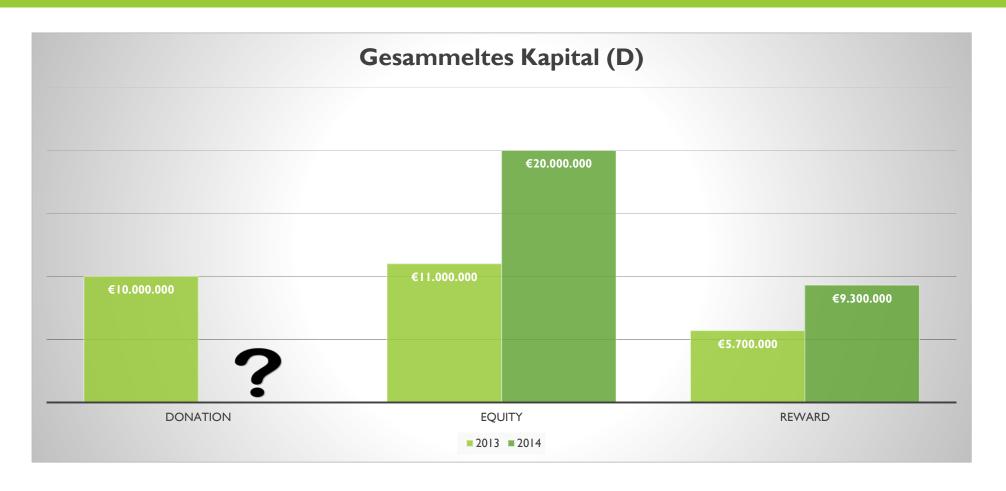


SUCESSFUL PROJECTS 2013 VS. 2014 (DE)



Successful CF projects in Germany. Source: Data from 22 platforms in 2013 and 2014

CROWDFUNDING 2013 VS. 2014 (DE)



CROWDFUNDING PLATFORMS

THE RISE OF THE PLATFORMS



Nesta...

TOP 3 CROWDFUNDING PLATFORMS

Site	Total Raised	Supporters	Platform Fee	Payment Fee	Important to Know
gofundme	\$5B	50M	0%	2.9% + \$0.30	 ✓ Can withdraw immediately and deposits take 2-5 business days ✓ 24/7 rapid email support, mobile app, superior add beneficiary feature ✓ GoFundMe Guarantee protects donors and beneficiaries from fraud
KICKSTARTER	\$3B	14M	5%	3.0% + \$0.20	 ✓ Specializes in creative projects with robust reward level feature 14-day wait to withdraw and deposits take 5-7 business days Limited email support hours, requires Kickstarter approval to launch
INDIEGOGO.	\$1B	9M	5%	3.0% + \$0.30	 ✓ Offers "flexible funding" pay more fees to not hit goal 3-week wait to withdraw and deposits take 2-5 business days Limited email support hours

SUCCESS BY TOPICS (WIKIPEDIA)

Funding range	Successful topics	Remarks
Over 10 Mio \$	Blockchain, video games/gaming	1 food project ("Flow Hive")
5-10 Mio \$	Blockchain, gaming, hard- /software, movie	
1-5 Mio \$	Blockchain, gaming, watch, movie, hard-/software, 3D print, camera	Food projects: "The Vegetarian Butcher Plant-Based Plant", Stone Brewery, drink "Soylent", molecular ice cream "Kyl21"

TOP 3 CROWDFUNDING PLATFORMS



Stats

\$3,460,239,235

total dollars pledged to Kickstarter projects

137,494

Successfully funded projects

14,071,248

4,542,634

42,853,794

Total backers

Repeat backers

Total pledges

Projects and Dollars

Category	Launched Projects	▼ Total Dollars	Successful Dollars	Unsuccessful Dollars	Live Dollars	Live Projects	Success Rate
All	385,585	\$3.46 B	\$3.07 B	\$377 M	^{\$} 16 M	2,888	35.93%
Games	35,583	\$745.93 M	\$682.00 M	^{\$} 61.98 M	\$1.95 M	305	35.73 [%]
Design	30,367	\$730.95 M	\$658.73 M	\$67.16 M	\$5.06 M	302	35.20%
Technology	32,988	\$702.19 M	^{\$} 610.12 M	^{\$} 86.45 M	\$5.62 M	373	19.95%
Film & Video	65,313	\$397.64 M	\$335.25 M	^{\$} 61.90 M	\$490.45 K	349	37.13 [%]
Music	54,492	\$207.16 M	\$189.64 M	\$17.16 M	\$362.43 K	277	49.46%
Fashion	23,025	\$133.89 M	\$116.81 M	\$16.52 M	\$550.14 K	250	24.83%
Publishing	40,434	\$133.64 M	^{\$} 116.00 M	\$16.92 M	^{\$} 728.23 K	313	30.81%
Food	24,817	\$126.74 M	\$106.49 M	^{\$} 19.68 M	\$568.61 K	198	24.89 [%]
Art	28,420	\$90.80 M	^{\$} 80.24 M	\$10.10 M	\$466.16 K	205	40.96%
Comics	10,897	^{\$} 72.33 M	^{\$} 67.27 M	\$4.86 M	^{\$} 196.24 K	86	54.23 [%]
Theater	10,888	\$40.41 M	\$36.09 M	\$4.22 M	^{\$} 109.24 K	44	59.95 [%]
Photography	10,888	\$38.23 M	^{\$} 33.24 M	\$4.90 M	\$96.36 K	53	30.65%
Crafts	8,852	\$14.45 M	^{\$} 11.91 M	\$2.48 M	^{\$} 66,480	84	23.96%
Dance	3,799	^{\$} 13.09 M	\$12.21 M	^{\$} 856.45 K	^{\$} 21,697	18	62.13%
Journalism	4,822	\$12.78 M	\$10.82 M	\$1.89 M	\$73,304	31	21.52%



Category	▼ Successfully Funded Projects	Less than \$1,000 Raised	\$1,000 to \$9,999 Raised	\$10,000 to \$19,999 Raised	\$20,000 to \$99,999 Raised	\$100 K to \$999,999 Raised	\$1 M Raised
All	137,494	16,923	76,589	19,849	19,409	4,451	273
Music	26,813	2,665	19,052	3,546	1,474	74	2
Film & Video	24,122	2,763	13,600	3,812	3,572	369	6
Games	12,605	961	5,082	2,291	3,166	1,013	92
Publishing	12,362	1,812	7,687	1,640	1,135	88	0
Art	11,557	2,784	7,037	1,042	636	53	5
Design	10,582	700	3,567	1,856	3,227	1,171	61
Technology	6,506	390	1,776	902	2,074	1,269	95
Theater	6,501	924	4,753	558	251	15	0
Food	6,127	636	2,558	1,440	1,410	76	7
Comics	5,863	781	3,650	710	637	84	1
Fashion	5,654	747	2,503	1,048	1,154	198	4
Photography	3,321	618	1,845	484	352	22	0
Dance	2,349	218	1,837	222	71	1	0
Crafts	2,101	726	1,086	167	113	9	0
Journalism	1,031	198	556	131	137	9	0



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Partnerships & Support: Indiegogo vs. Kickstarter Design, Prototyping and Manufacturing Partners Through an innovative program with Arrow, you'll have partners at your side from design to prototyping and manufacturing. Cutting-Edge Technology from Leading Partners From our support for Apple Pay on the web to our robust integration with Stripe, we work with leading companies so all users benefit. Fulfillment Partners Get fulfillment assistance from dedicated partners, including Amplifier and Brookstone. Retail Partners Sell your product on major e-commerce platforms through dedicated retail partners, including Amazon and Newegg. 24-7 Support from Real People Receive round-the-clock support from our customer happiness team.

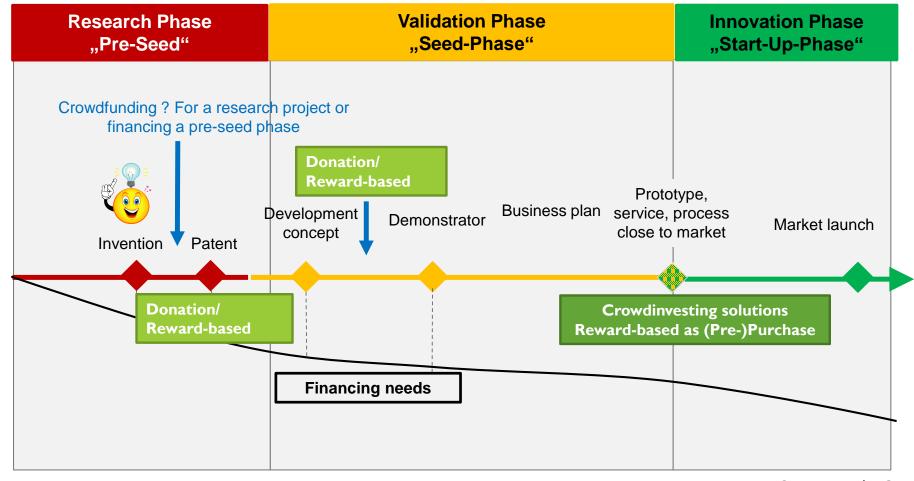
Flexibility & Reach: Indiegogo vs. Kickstarter	⁶ 0	KS
Multiple Funding Models	_	
Option to keep whatever funds you raise, even if you don't hit your goal.	•	Ж
Dpen Platform		
Raise money for anything – no application or approval process.	•	×
Global Fund Distribution	•	
Receive funds in almost every country.	•	×
Worldwide Reach		
Run a crowdfunding campaign from almost any country or territory.	✓	×

Tools: Indiegogo vs. Kickstarter	હ	KS
Pre-Campaign		•
Easily capture email addresses before your campaign launches.	•	×
Equity Crowdfunding*		
Raise money from an engaged community of investors while maintaining company control.		×
InDemand + Marketplace		•4
Continue raising money and building your community after your crowdfunding campaign is over.		



MOTIVATION – PROS AND CONS

FUNDING VS. INVESTMENT



WHY CHOOSE A CF CAMPAIGN?

Starter

- money for an aim / product / project / initiative
- proof of concept / feedback
- attention of the media
- establishment of a community
- gain power users & evangelists

Crowd

- buy an innovative product
- support of a "good" project
- participation
- bragging rights
- high interest yield
- jackpot mentality

RISK OF CROWDFUNDING

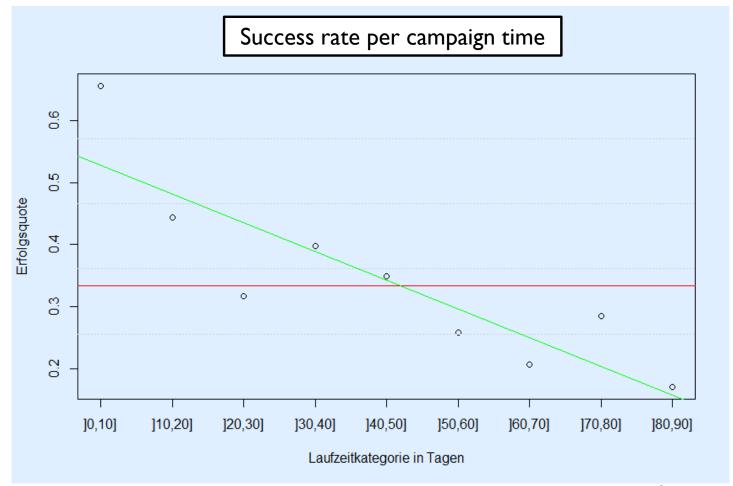
- Reputation, e.g. in case:
 - distrust from customers concerning the reasons for crowdfunding
 - unsuccessful campaign
 - successful campaign but
 - team not able to deliver
 - quality / performance of product or service (prototype vs final)
 - lacking Backer management / integration / communication

RISK OF CROWDFUNDING

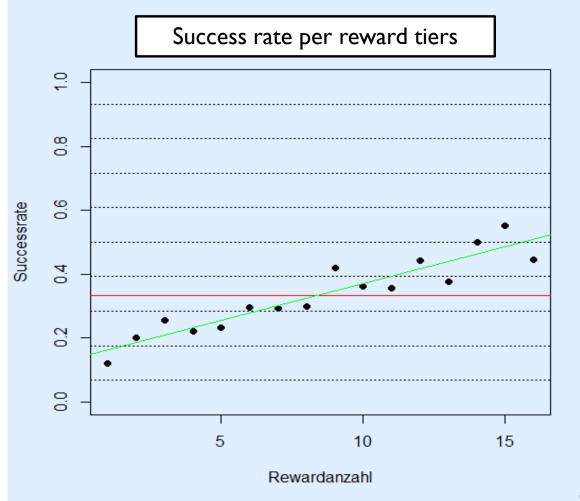
- Financial, e.g. in case:
 - unsuccessful campaign
 - campaign costs and manpower
 - successful campaign:
 - underestimated input/time/costs for rewards (especially physical goods: manufacturing, handling, shipping, ...)
 - taxes & legal fees
- may scare of VCs / Business Angels in any case

TIPPS & TRICKS

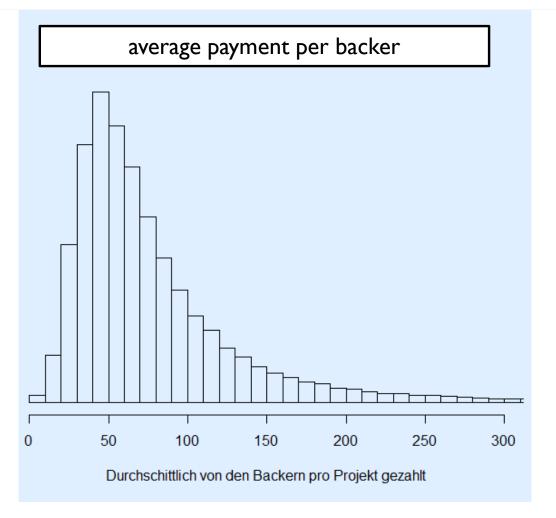
SUCCESS CRITERIA – TIME



SUCCESS CRITERIA – REWARD TIERS



SUCCESS CRITERIA – REWARD TIERS



EXAMPLES FOR REWARD-BASED CF

- Give a copy of the "thing"
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- Creative mementos
- "Goodies", also personalised
- Meet the inventors, a dinner etc.
- Involvement of the doners in the project
- Mentioning of the sponsors (especially good for companies)

S: Status

A: Access

P: Power

S: Stuff

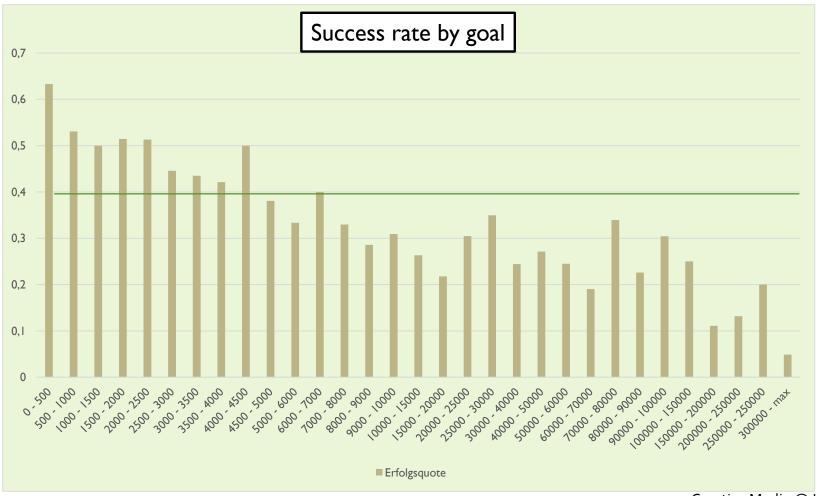


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SUCCESS CRITERIA – DON'T BE GREADY



COSTS FOR A CAMPAIGN

SCENARIO: 20T vs 40T campaign goal (via Kickstarter)

Fixed Costs:	optimizing webpage	€ 1000
	semi-pro videographer fee	€ 1000
	copywriter fee	€ 700
	advertising	€ 250
	internal manpower (1000 – 5000)	€ 2000

Variable costs (20T vs 40T):

Sum ca:

profit sharing fee (at 5 percent)	€1000	€ 2000	
processing fee (at 3 percent)	€ 600	€ 1200	
pledge fee (at 20 cents)	€ 100	€ 200	
production and shipping of the rewards	€ 800	€ 1600	
Sum:	€ 2500	€ 5000	

20T => -7.5T€ → costs: 37,5%

40T => -10T€ → costs: 25%

Don't think (too) small!

€ 5000



10 TIPS FOR A CROWDFUNDING CAMPAIGN

- 1. Analyse fit: Crowdfunding model & platform
- 2. "Lessons Learned" from comparable projects
- 3. Financial goal: realistic, only project specific cost, cost-effective (e.g stretch goals)
- 4. Attractive rewards (what the crowd thinks, not you! ◎) + SAPS + digital vs. physical
- 5. The story is the key: unique and presented according to audience & platform
- 6. Professional approach and mindset
- 7. Build a strong kick-off and keep the momentum
- 9. The crowd and (their) social media is the key
- 10. Do it your way!

CROWDFUNDING CAMPAIGNS

EXAMPLES

"STAR CITIZEN" KICKSTARTER CAMPAIGN (2012)



from lengendary game designer Chris Roberts."

"Reclaim the stars in the exciting new Space Epic

"The traditional publishers don't believe in PC or Space Sims. Venture Capitalists only want to back mobile or social gaming start ups."

Kickstarter Campaign: 10/10 – 19/11/2012

35.000 supporters raised ~ 2.15 Mio USD

...one of the most successful CF campaigns for games

Developed by Cloud Imperium Games Corporation

"STAR CITIZEN" ONGOING CF / PRE-PURCHASE WEB-CAMPAIGN

Digital Add-Ons

Blackbeard Stealth Skin: +\$5

False Colors Skin: +\$5

Add-On Ship: Aurora +\$25

Add-On Ship: Constellation +\$225

Digital Download: Star Map +\$5

Digital Download: Star Citizen Novella written by Dave

Haddock, the man behind the Time Capsule and Spectrum

Dispatch lore. (delivery TBA) +\$15

Physical Add-Ons

Fold up glossy full color map of the game universe +\$10

- •CD of game soundtrack +\$20
- •Hardback bound 42 Page Book "Squadron 42 Manual" +\$20
- •Spaceship shaped USB stick +\$30



EXAMPLE "PANONO"

Development of a 360° camera, company started in 2012

- Collected 1.25 Mio USD on Indiegogo CF Platform (aim was 1 Mio USD)
- Collected another 1.7 Mio € Crowdinvestment via Companisto Platform in 2014
- Now are insolvent; production more expensive and timeconsuming than expected, could not deliver to backers



KENKODO – SUCCESSFUL CAMPAIGN IN 2014







CLOSED

Select a Perk

Kenkosiast for 1 Month Science! Science! Early Kenkosiast for 2 Months Kenkosiast for 2 Months Early Kenkosiast for 3 Months Early Kenkosiast for 3 Months The Kenkosiastic Two for 3 Months

Kenkodo: the first comprehensive body tracker

Understand your body metabolism and live healthier. Take part in crowd science.



Nicolas Schauer Berlin, Germany About

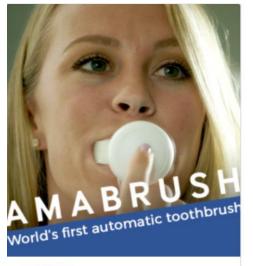
€51,122 EUR raised by 301 backers

102% of €50,000 fixed goal

INDIEGOGO – HEALTH PROJECTS









HEALTH & FITNESS

ONE SMARTDIET: measure body fat with OneSoftDigm New Year, New You! One smartdiet to help you make and keep your health.

HEALTH & FITNESS

World's First Augmented Reality Glasses for Autism

Empower children & adults on the spectrum to teach themselves life skills for happy self-sufficiency

FUNDING

Amabrush - World's First **Automatic Toothbrush**

Amabrush is the world's first, fully automatic toothbrush.

HEALTH & FITNESS

Smart Plate TopView: Your Personal Nutritionist The world's first Intelligent **Nutrition Platform that instantly** analyzes everything you eat.

\$18,271 USD

183 %

\$125,018 USD

1.245 %

€4,419,424 EUR raised

HEALTH & FITNESS

6396%

Now funding through InDemand

\$147,611 USD

127 %

183% 35 days left

InDemand

InDemand

KICKSTARTER – ONGOING HEALTH PROJECTS



Dygma Raise - The world's most advanced gaming keyboard

by Luis "Deilor" Sevilla

€133,461 pledged 157% funded 13 days to go



Therapy Fit - The Ultimate 4-in-1 Foot & Calf Massager

by Sports Creative Innovations

£2,421 pledged 12% funded 3 days to go

SUCCESS CRITERIA

Successes

Video company – Contact list

Pebble Watch – Great marketing

Community Project - Incentives

Failures

Safety Company - Insufficient contacts

Pharma Project – Poor business plan

Video Game – Poor management



SUMMARY

SUMMARY

- Crowdfunding is a new and dynamic approach to raising capital
- Most campaigns fail
- There are a number of decisions you need to make
- It will cost you time, money and effort to succeed

"You cannot crowdfund unless you have a crowd"



THANK YOU VERY MUCH FOR YOUR ATTENTION!

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