

# Machine Learning Engineer Nanodegree

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## Capstone Project

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## I. Definition

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*(approx. 1-2 pages)*

### Project Overview

Kickstarter is a community built with the purpose of funding projects specially but not exclusively creative and artistic work. It can be anything, from software, a game or a gadget to the production of a film or music. The artist, filmmaker, designer, developer or creator can publish a proposal of his/her project and submit for crowdfunding. The community formed by more than 10 million people can then fund the project, each backer is able to contribute with an specific amount of money.

When submitting the project proposal, the project owner defines a goal that is the total amount that he needs or expects for getting the project off the ground and a deadline for getting funded. If the goal is met in the end of the period, the owner gets funded, otherwise he gets nothing and the money goes back to the investors. [<https://www.kickstarter.com/about>]

Kickstarted released it's data for public access and a dataset was published on Kaggle.

[\[https://www.kaggle.com/codename007/funding-successful-projects\]](https://www.kaggle.com/codename007/funding-successful-projects)

The following list describes the attributes available on the dataset.

- project\_id: unique id of project
- name: name of the project
- desc: description of project
- goal: the goal (amount) required for the project
- keywords: keywords which describe project
- disable communication: whether the project authors has disabled communication option with people donating to the project
- country: country of project author
- currency: currency in which goal (amount) is required
- deadline: till this date the goal must be achieved (in unix timeformat)
- state\_changed\_at: at this time the project status changed. Status could be successful, failed, suspended, cancelled etc. (in unix timeformat)
- created\_at: at this time the project was posted on the website(in unix timeformat)
- launched\_at: at this time the project went live on the website(in unix timeformat)
- backers\_count: number of people who backed the project
- final\_status: whether the project got successfully funded (target variable – 1,0)

The proposal on Kaggle is to solve the problem of predicting if a project will get funded or not based on the information made available on the dataset. This is a very relevant because this can help users to write better project and get more funding, helping the economy and amount of money invested on crowdfunding.

## Problem Statement

The goal of this work is to create a prediction model that can successfully anticipate if a project will get funded or not meaning

that it is a binary classification problem.

The dataset includes the dimensions `backers_count` and `final_status` that are both only available at the final of the competition, therefore `backers_count` cannot be used for the classification algorithm and `final_status` is the binary variable that needs to be predicted.

The following steps must be executed to create a prediction model for this problem: Data Analysis, Feature Selection, Model Selection and Validation and Performance Tuning.

## Metrics

The metrics used on this project to measure its performance is the accuracy. The accuracy can be defined as the percentage of predictions that were accurate. Or total number of true positives added to the total number of true negatives divided by the total population.

$$\text{accuracy} = (\text{true positives} + \text{true negatives}) / \text{total population}$$

There are a few other classification metrics that could be used for this project such as F Score and Area Under ROC Curve, and accuracy might be misleading if the number of instances are unbalanced. But since the benchmark uses accuracy as the only metric to measure performance the same metric was used. There is important to notice that 70.86% of the projects are not funded to the any accuracy lower than this value is not considered as a good result.

A sample from data instances that are available for training will be used for measuring the performance of the code. Since there are more than 100k records for training, 5% of that will be enough for measuring the accuracy to evaluate the performance of the solution.

## II. Analysis

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(approx. 2-4 pages)

## Data Preparation

Before exploring the data some data transformation is needed. The following will be done:

1. Drop unnecessary columns `state_changed_at` and `created_at` doesn't add much information to the data set. The `state_changed_at` attribute can be changed at any time, before or after the contest is finished. And it's most important to look at `launched_at` opposed to `created_at` dimension.
2. Replace `na` to empty strings on `name`, `desc` and `keywords` using the following code block:

```
prepared['name'] = prepared['name'].fillna('')
prepared['desc'] = prepared['desc'].fillna('')
prepared['keywords'] = prepared['keywords'].fillna('')
```

3. Convert string types to data types on fields `launched_at` and `deadline`.
4. Create a new attribute that keeps the total time in days that a project is open to receive investments. This is calculated by the difference of `deadline` and `launched_at` attributes.

## Data Exploration

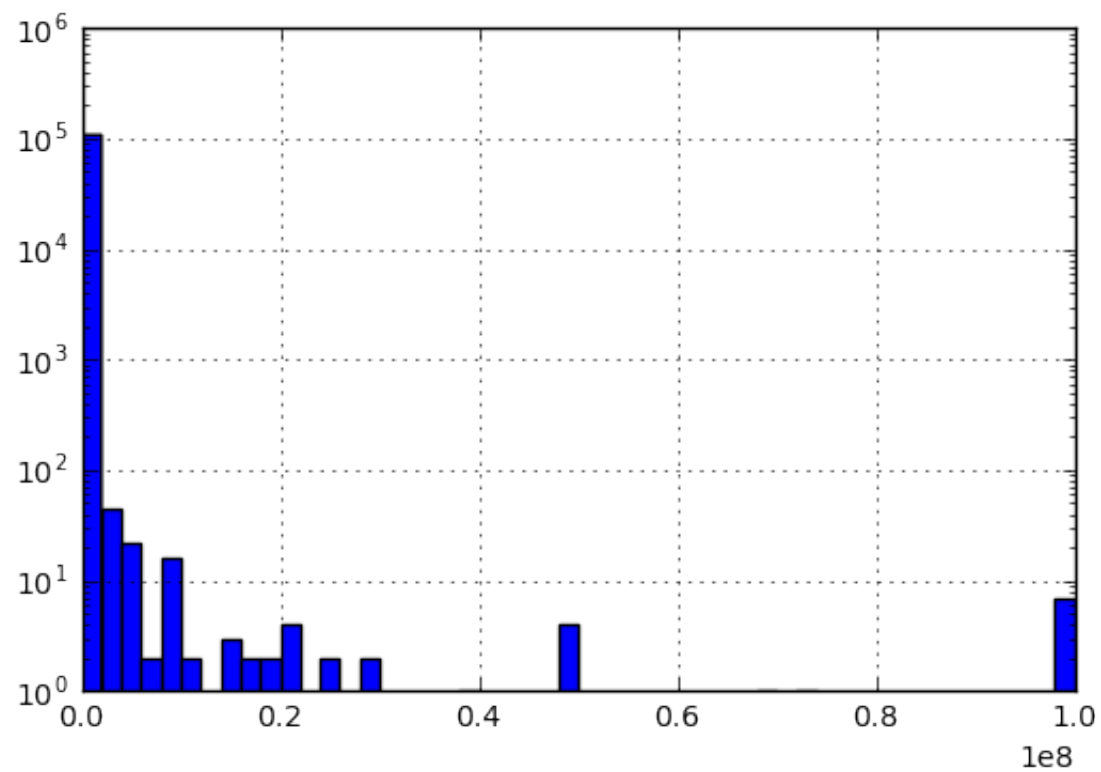
There are 108129 instances of the dataset and 12 features (discarding `final_status` and `backers_count`). A data exploration will be done on the scalar, categorical and period variables of the dataset.

### Scalar variables

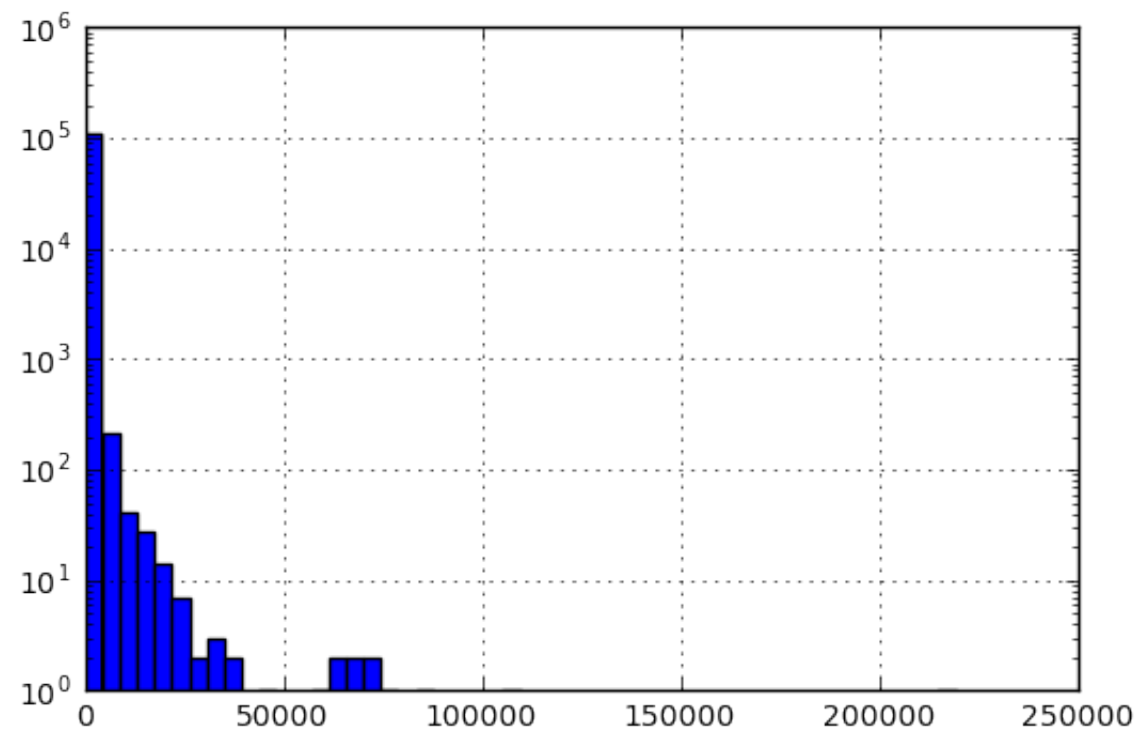
The bellow tables describes the three scalar values from the dataset: `goal` , `backers_count` and `days_open` . Please not that `backers_count` cannot be used for prediction as it's some information that it's only available at the end of the period when the project is open for crowdfunding.

	<b>goal</b>	<b>backers_count</b>	<b>days_open</b>
count	108129.000	108129.000	108129.000
mean	36726.229	123.517	33.881
std	971902.705	1176.745	12.939
min	0.010	0.000	1.000
25%	2000.000	2.000	29.000
50%	5000.000	17.000	30.000
75%	13000.000	65.000	36.000
max	100000000.000	219382.000	91.000

There is a huge standard deviation on goal attribute, there must be some outliers like the max value that is USD 100mi. Those instances should not be taking into consideration on the prediction algorithm as they do not reflect the reality of the dataset misleading most of the algorithms available. Those can be errors or projects that should not be taking into account for this computation. Same for backers count. Lets see an histogram for goal and another for backers count.



Goal Histogram w/ Outliers



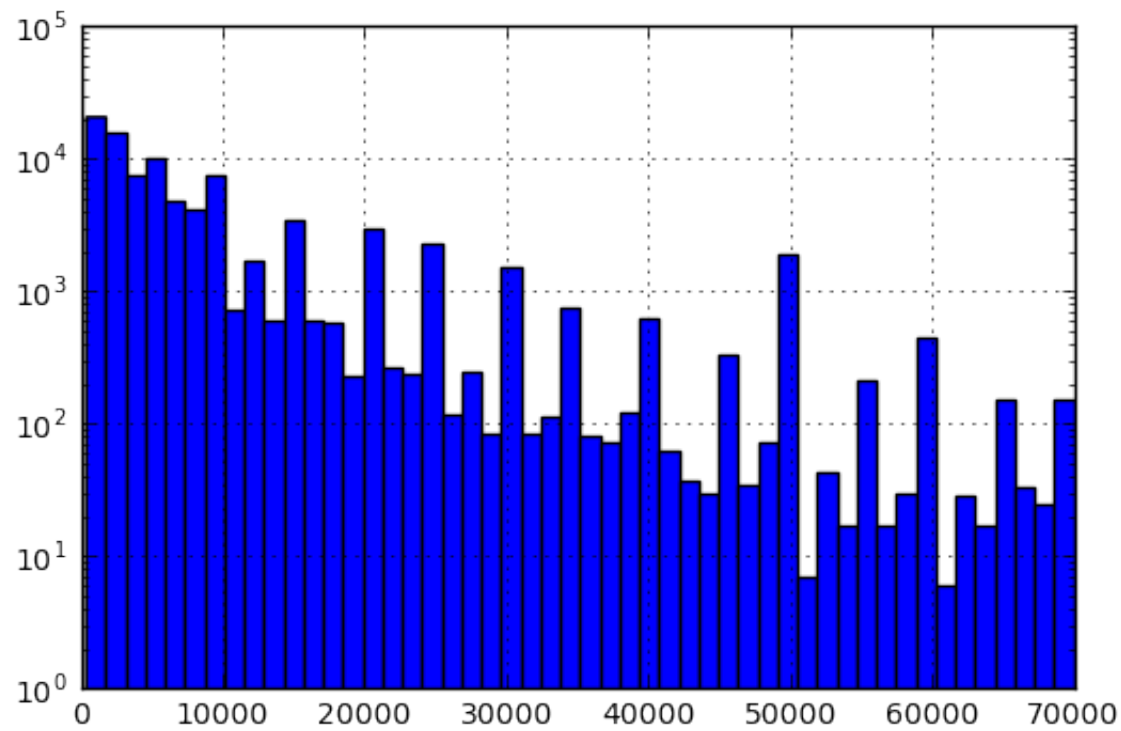
Backers Count Histogram w/ Outliers

With that in mind, the top and bottom 5% values of backers count and goal will be considered outliers and cut of from the dataset. Resulting is the table and histograms bellow.

	goal	backers_count	days_open
count	92581.000	92581.000	92581.000
mean	9118.470	43.115	34.015
std	11953.016	63.195	12.999
min	400.000	0.000	1.000

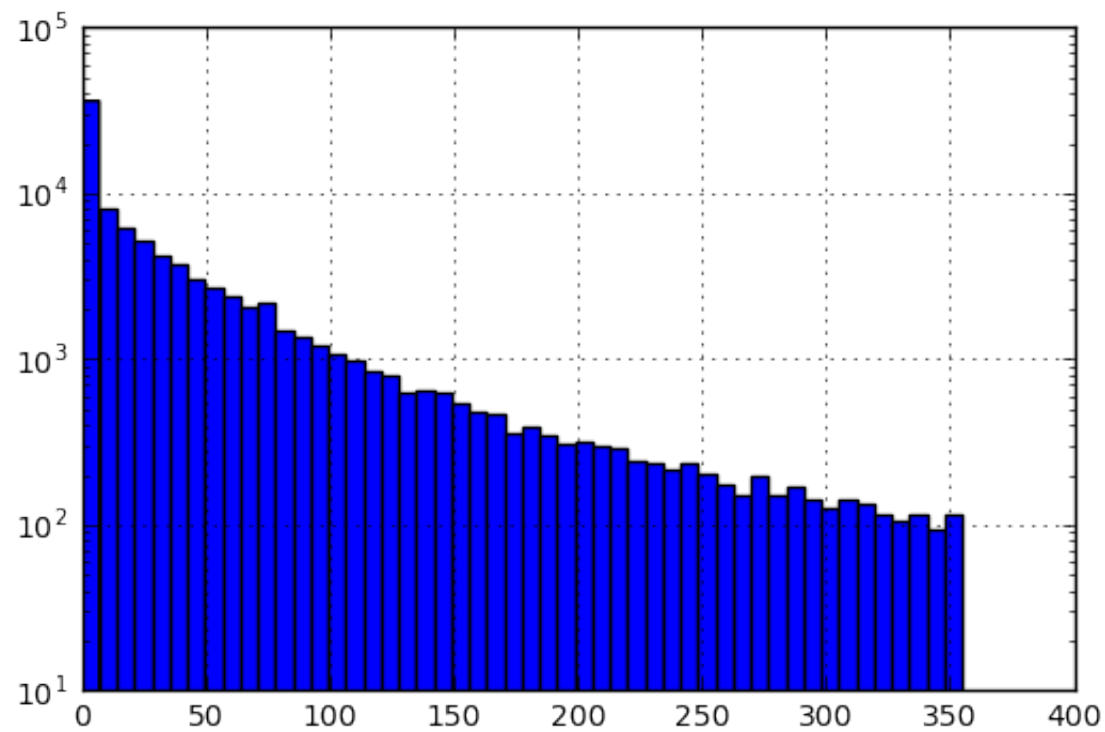
25%	2000.000	2.000	29.000
50%	5000.000	17.000	30.000
75%	10000.000	57.000	37.000
max	70000.000	355.000	91.000

Please notice that the standard deviation of goal fell from 971902.705 to 11953.016, and backers count standard deviation changed from 1176.745 to 63.195. This is beneficial for a machine learning algorithm as stands for a much more normalized dataset and no instance will create a huge impact on the results.



Goal Histogram w/ Outliers





Backers Count Histogram w/ Outliers

## Categorical Variables

On the present dataset `disable_communication`, `country`, `currency` and `final_status` are the categorical values. Please notice that `final_status` is the result that is expected to be predicted.

	<b>disable_communication</b>
True	208
False	92373

	country
US	79585
GB	7056
CA	3086
AU	1514
NL	581
NZ	319
SE	148
DK	125
IE	88
NO	78
DE	1

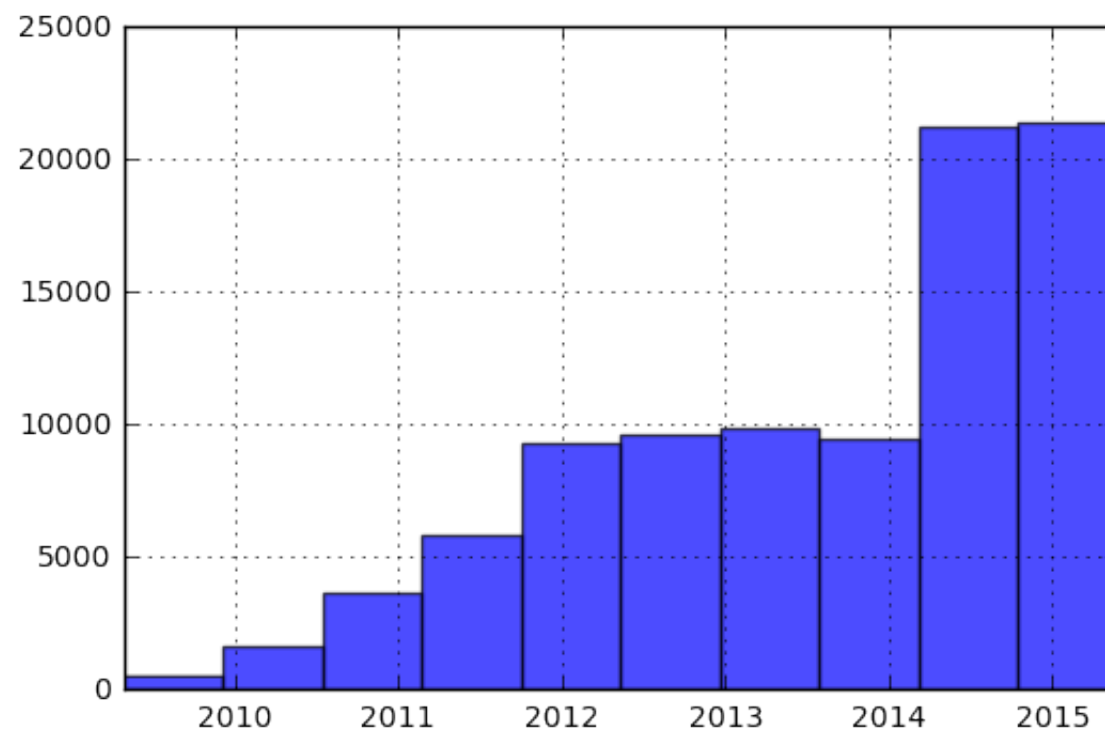
	currency
USD	79585
GBP	7056
CAD	3086

AUD	1514
EUR	670
NZD	319
SEK	148
DKK	125
NOK	78

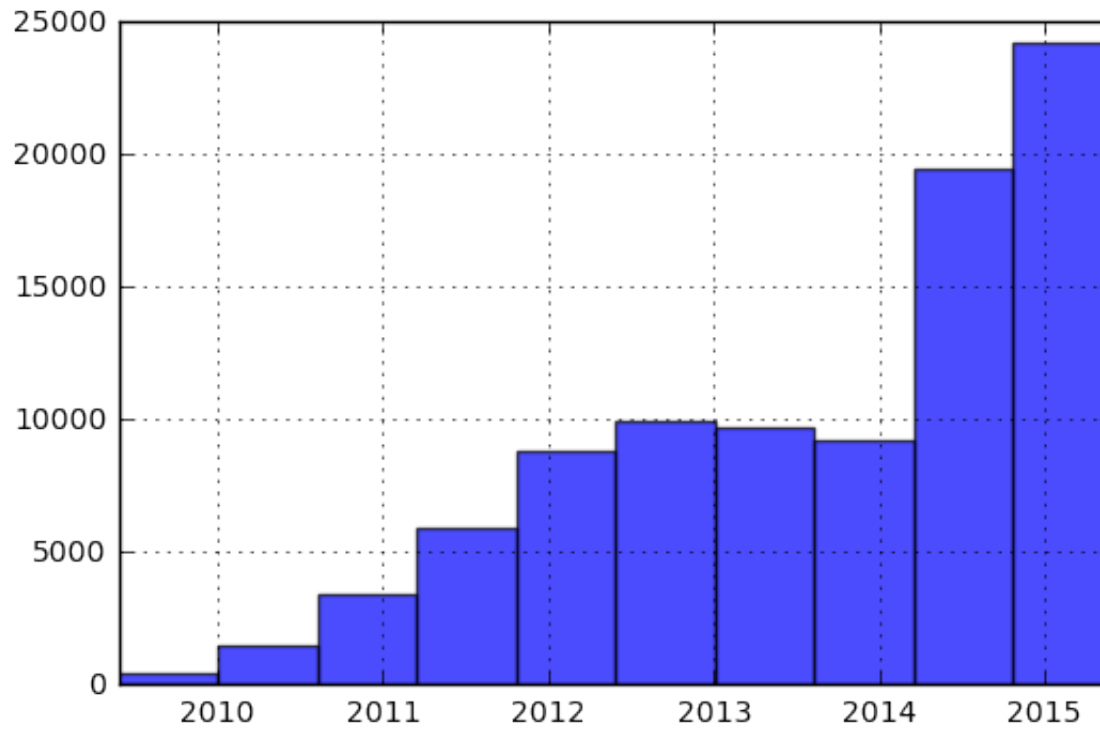
	<b>final_status</b>
1	26977
0	65604

## Period

There are 2 variables for period: `launched_at` and `deadline` they are shown in the chart bellow and demonstrate how the number of projects increased over time.



Launched at Histogram



Deadline Histogram

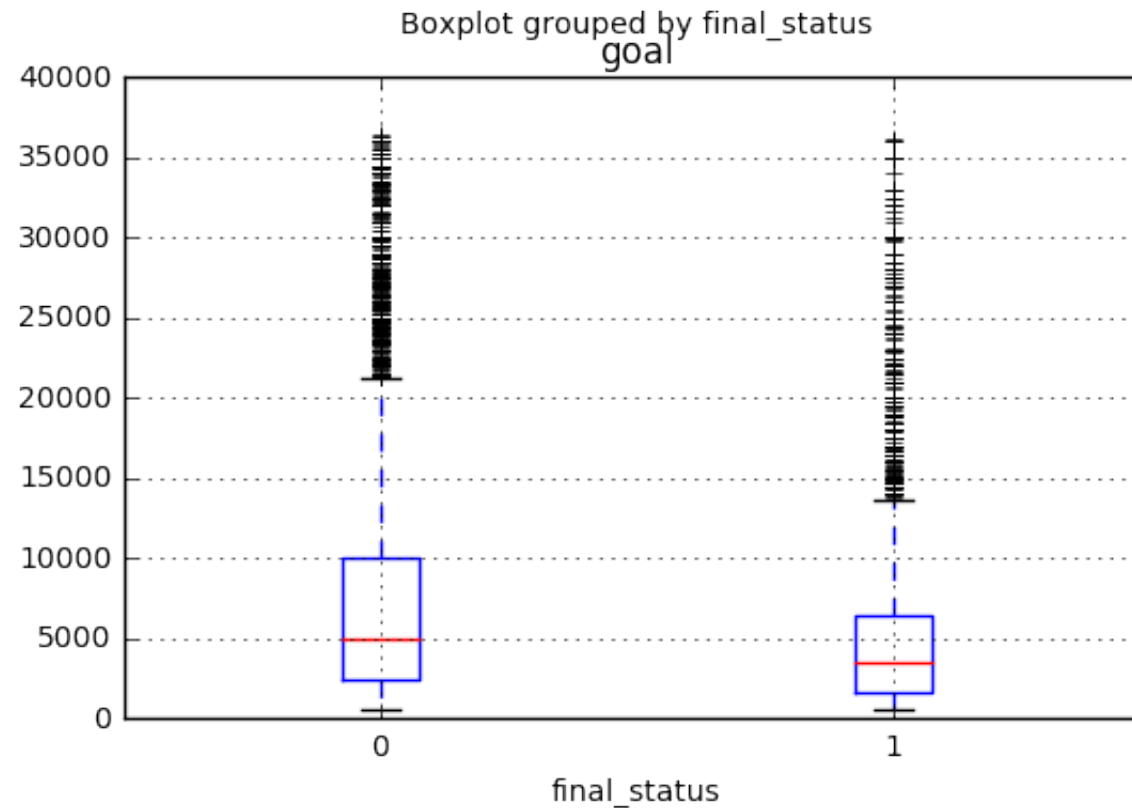
## Exploratory Visualization

In this section, the results of the exploratory data analysis is presented. Separating the variables according to it's types that can be scalar, categorical, periodic or textual. The main reason for doing this exploratory analysis is to understand how the variables (or dimensions) relates to final\_status variable.

### Scalar variables

The scalar variables goal and days\_open were investigated. Although backers\_count is also a scalar variable, it's a resulting variable and doesn't really mater how it related to final\_status.

As expected a correlation of goal and final\_status was found as shown in the box plot bellow. Projects with goals larger than 6.000 are rarely approved.



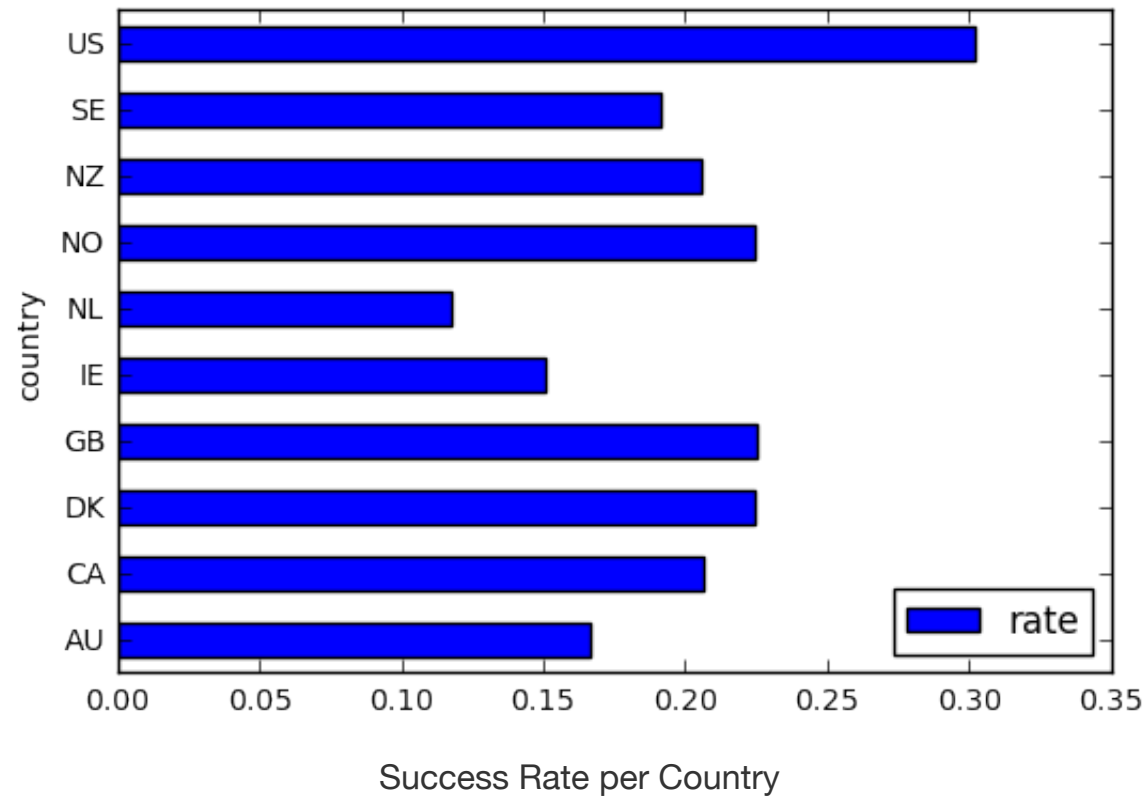
Goal Box Plot

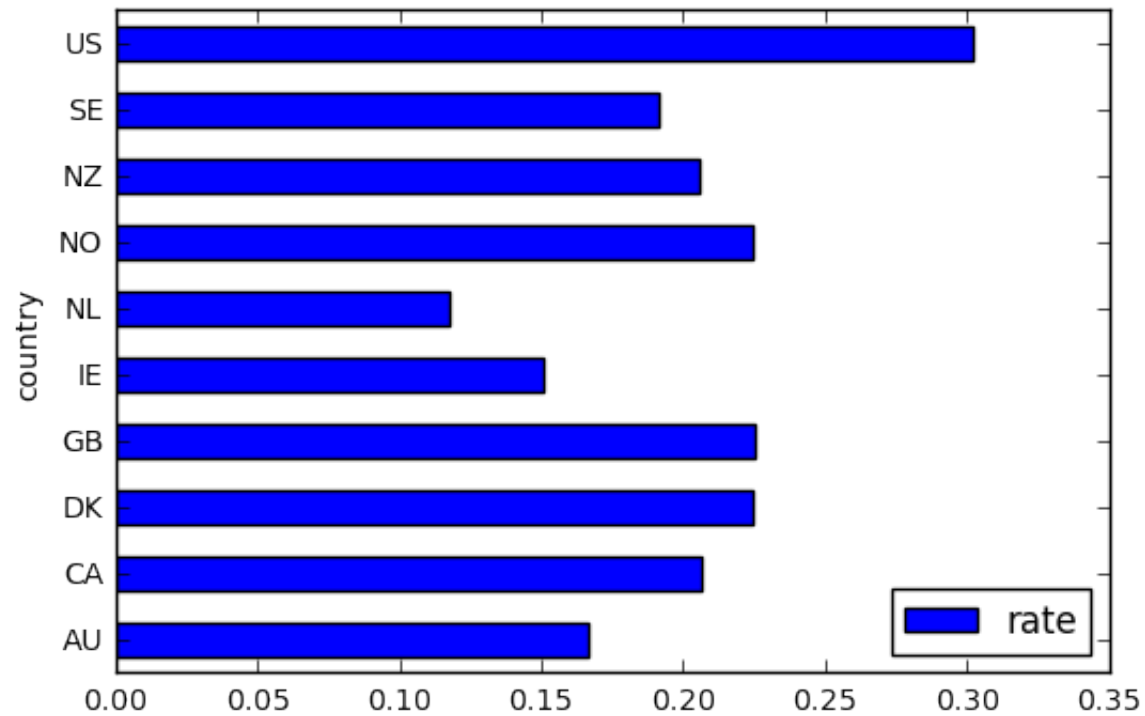
No strong correlation was found on the days\_open variable.

## Categorical Variables

We have four categorical values on the dataset. Those are country, currency, disable\_communication and final\_status. As final\_status is the resulting value, it won't be directly investigated as the intention of this analysis is to understand how other variables correlate to final\_status.

There seems to be a correlation between country and final\_status, but most important is that seems to be related to if a project is based on US or not. There is a very similar relation on currency that naturally follows the project nationality.





Success Rate per Currency

In terms of disable\_communication, there is a very strong relation were it's observed that no project with disable\_communication got funded, as shown in the table bellow.

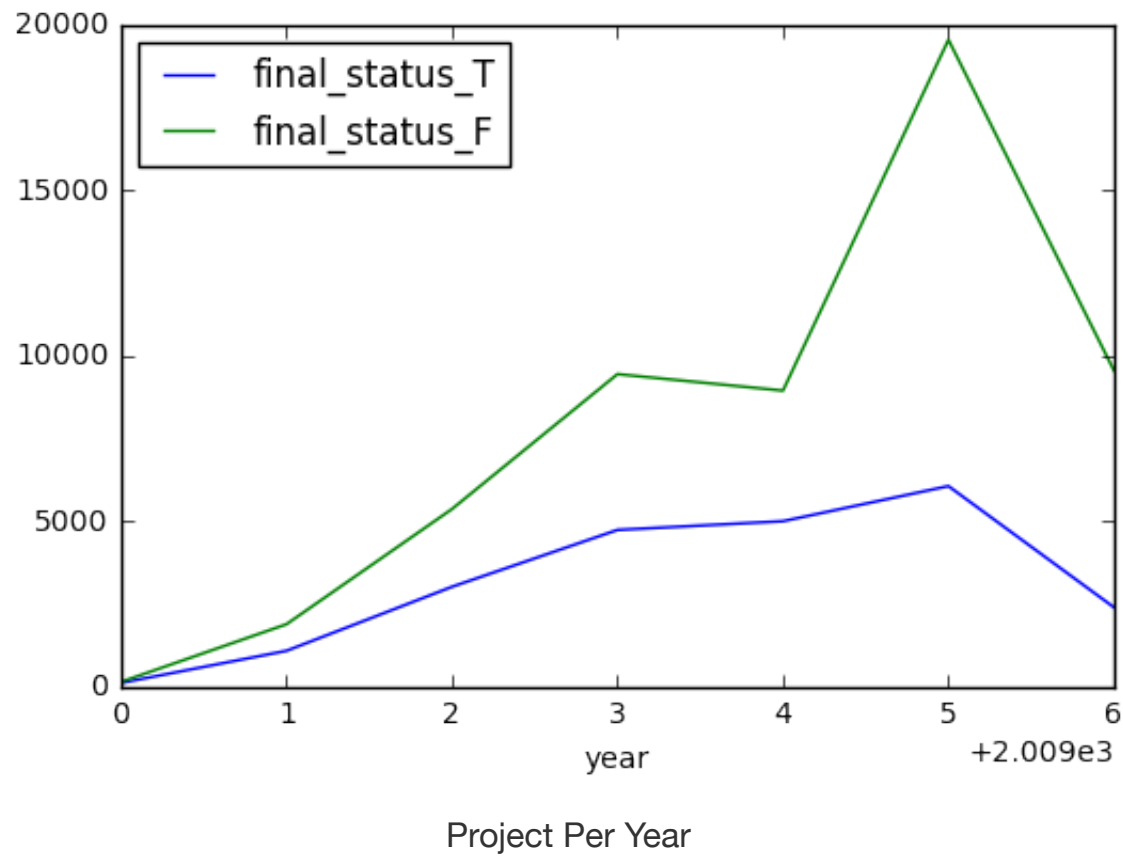
disable_communication	final_status_T	final_status_F	rate
False	22298	54612	0.290
True	0	166	0.000

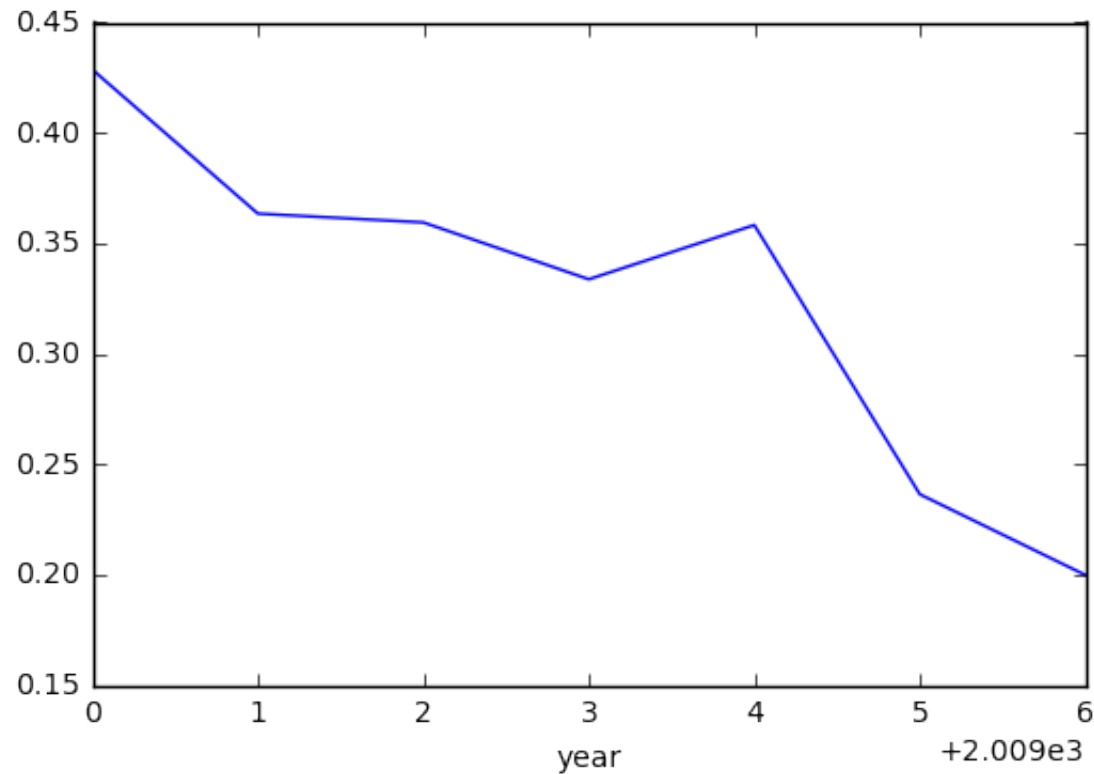
## Period Variables

The period variables that were investigated are launched\_at and deadline. There is a notable correlation between the year that the



project was launched and the final\_status. The success rate decreases by the passage of years. This is due to a supply vs demand effect where much more projects are being submitted and not many people interested in putting money into those projects.



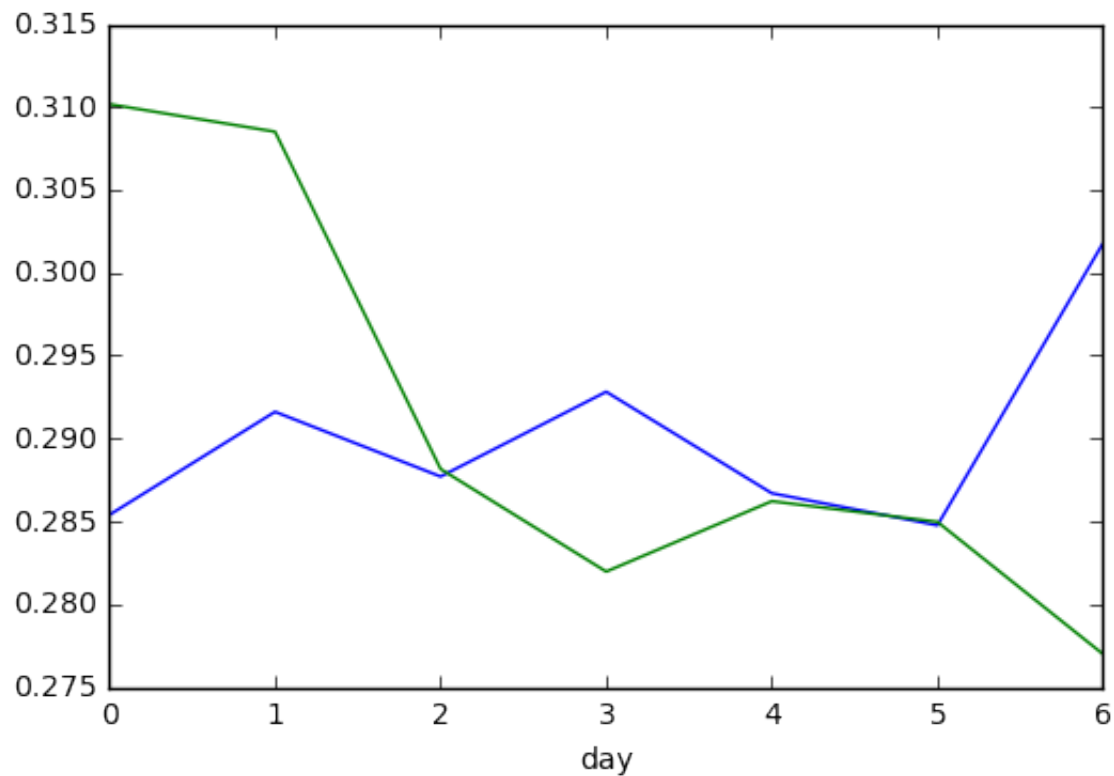


Success Rate Per Year

Please notice on the charts below that there is a significant increase of projects launched on 2014 that reflects on a drop on the success rate in the same period.

### Day of Week

There was also investigated the day of the week and month that the project was created in a way to understand if this reflects on projects success rate. There seems to be a correlation on day of week as shown on the figure below. On the green line, the success rate is plotted based on the day of week on the deadline. And blue line the success rate per day of week of launch date. On x-axis, day of week from Monday to Sunday. So seems to be best to open the project on a Sunday with deadline on Monday or Tuesday.



Success Rate Per Day of Week

## Textual Variables

The intuition is that the category of the project is highly correlated to the final\_status or success of the project. In this dataset we do not have category of the project even though it could be gathered from an external data source like crawling the kickstarter site, it's not in the scope of this project. For this reason, the textual variables might be highly important for the classification.

There are three (3) textual variables: name, description and keywords. All of them are investigated creating a bag of words and calculating its relevance using Term Frequency - Inverse Document Frequency (TF-IDF) [Reference Needed]. The relevance is calculated for successful and not successful projects so those bags of words and relevance can be verified on the tables below.

- Name Variable

	rel	rel0	rel1
album	1196.045	741.204	469.266
new	900.298	560.219	352.237
film	768.834	445.001	328.651
project	852.784	617.870	249.407
debut	548.325	332.204	224.251
short	469.968	252.393	219.361
ep	493.354	314.560	186.219
book	629.764	466.109	171.575
music	592.345	431.703	168.974
record	350.055	193.232	159.644

- Description Variable

	rel	rel0	rel1
help	1364.462	917.842	458.155
album	1033.002	640.131	395.367

new	1153.798	768.682	395.143
music	908.425	653.434	263.543
film	626.003	388.907	239.199
record	582.001	347.243	235.946
need	683.009	478.984	210.792
world	780.506	577.753	209.461
make	681.996	488.210	200.592
book	743.212	558.724	189.867

- Keyword Variable

	rel	rel0	rel1
album	1125.279	694.092	446.947
new	879.093	546.597	345.538
film	731.715	421.590	315.112
project	796.624	576.866	233.662
debut	534.006	323.058	219.937

short	451.485	240.044	213.166
ep	489.315	313.385	184.012
book	596.353	440.915	163.288
music	562.640	409.154	161.962
help	482.915	333.928	156.931

It's notable that some of the words repeat on the different variables. For that reason it's likely that for optimizing the algorithm only one variable shall be used.

## Algorithms and Techniques

A few classification algorithms were selected to be used across this project measuring it's performance with the goal to find the one that provides the best accuracy. Those are: Decision Tree, Random Forest and Stochastic Gradient Descent.

Also, the classification will be made taking into account the textual variables. This shall be done using the Bag of Words technique. On a Bag of Words, each words or combination of words in a N-gram is a dimension. With that in mind, the algorithm used for this classification needs to perform well with highly dimension data.

Decision Tree Classifier are a simple method to create a classification model based on simple rules inferred from the data features. It's simpliciry might not be suitable for a Machine Learning problem that involves too many features as the processing with textual variables using Bag of Words. [<http://scikit-learn.org/stable/modules/tree.html>]

Random Forest Classifiers can tackle a great range of Machine Learning problems. According to Breiman (2001), medical diagnosis and document retrieval problems have the many input features and each one of them contains a small amount of information and Random Forest classifiers a single tree classifier will not perform very well in this scenario but a Random Forest

can result in a greater accuracy. [<https://www.stat.berkeley.edu/~breiman/randomforest2001.pdf>]

Stochastic Gradient Descent is a simple but powerful algorithm that works very well with sparse data, making it very reliable for text processing. [<http://scikit-learn.org/stable/modules/sgd.html>]

There are two algorithms that should be tested to see which one performs better, the Naive Bayes and Linear Regression. [<http://fastml.com/classifying-text-with-bag-of-words-a-tutorial/>]

Besides the classification algorithm to boost the performance of the text analysis, the TD/IDF technique was used for creating the Bag of Words (BoW) before using the classification algorithm. This algorithm is intended to create a BoW with tuple of the term and a score related to the Term Frequency (TF) divided by the Invert Document Frequency (IDF). The rationale on that is that terms that appear less on the document are more important than frequent words (like the, a, is, etc). [[http://scikit-learn.org/stable/modules/feature\\_extraction.html](http://scikit-learn.org/stable/modules/feature_extraction.html)]

## Benchmark

Dilip Lilaramani submitted his work in this dataset where he compares the performance for this prediction using different algorithms. The table below summarizes the results he got.

Algorithm	Accuracy
LogisticRegression	0.680281
LinearDiscriminantAnalysis	0.677164
KNeighborsClassifier	0.646913
DecisionTreeClassifier	0.601920

<https://www.kaggle.com/dilipajm/kickstarter-project-funding-prediction>

The goal for this project is to get a classifier that scores higher than 0.680281 by making use of text variables.

## III. Methodology

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(approx. 3-5 pages)

### Data Preprocessing

Most of the data preprocessing and feature engineering was done on the data exploration phase. The code block bellow was used to preprocess the data on data exploration phase.

```
# 1. Drop state_changed_at and created_at (launched_at and deadline are the dates that matter)
prepared = original.drop(['created_at', 'state_changed_at'], axis=1)
# 2. Replace na to empty strings on name, desc and keywords
prepared['name'] = prepared['name'].fillna('')
prepared['desc'] = prepared['desc'].fillna('')
prepared['keywords'] = prepared['keywords'].fillna('')
# 3. Convert data types
prepared['launched_at'] = prepared['launched_at'].apply(dt.fromtimestamp)
prepared['deadline'] = prepared['deadline'].apply(dt.fromtimestamp)
# 4. Create attribute days open (deadline - launched at)
prepared['days_open'] = [x.days for x in (prepared['deadline'] - prepared['launched_at'])]
```

1. Feature `created_at` dropped because does not gather much information, `launched_at` was used to understand when



project was launched

2. Feature `state_changed_at` dropped, always after end of poll
3. Fill null values with empty string on features `name` , `desc` and `keywords`
4. Convert string to datetime on features `launched_at` and `deadline`
5. Created a new feature `days_open` with the number of days that the project remained opened for funding.
6. Split `x` and `y` vectors for among train and test datasets
7. Use k-fold package to

At the end of the Data Exploration, the dataset was stored into a CSV file for later use at `data/processed.csv` .

## Implementation

The implementation consists of the code written in Python 2.7. Two modules were written, one to figure out the best algorithm and number of features on the 3 Bag of Words created from the dataset and the second to figure out the best parameters for the chosen algorithm.

On both modules, data is read from `data/processed.csv` created previously on this project. There was no significant problem on writing the code and sufficient documentation could be found on Scikit web page, but both modules took a lot of time to run, the first one took more than 8 hours to run on a 8GB Macbook Pro with 2.9 GHz Intel Core i5 processor. The second module took no more than 2 hours.

## Algorithm and Features Selection

To select the algorithm and the number of features on each BoW, code was written as follows:

1. For every combination of feature sizes on `name` , `desc` and `keywords`
2. For each algorithm selected
3. Create bag of words for the features `name` , `desc` and `keywords` , storing the results on the sparse vector X, using algorithm

## TD/IDF

4. Store additional `deadline`, `launched_at`, `days_open`, `disable_communication`, `goal` and `country` features on sparse vector `x`
5. `deadline` and `launched_at` features should be converted to year/month format
6. Store the feature `final_status` to be predicted at `y` vector
7. Split training set and test set (5% for test)
8. Fit the model
9. Get the score of the model
10. Store results on `data/results.csv` for later analysis

The code block bellow shows the meaningful part of this implementation.

```
models = [  
    ('SGD', SGDClassifier(random_state=42)),  
    ('DT', DecisionTreeClassifier(random_state=42)),  
    ('RF', RandomForestClassifier(random_state=42))  
]  
  
kw_features_r = range(0, 200, 50)  
name_features_r = range(0, 2501, 500)  
desc_features_r = range(0, 2501, 500)  
  
total = len(desc_features_r) * len(name_features_r) * len(kw_features_r)  
index = 0  
res = []  
for desc_features in desc_features_r:  
    for name_features in name_features_r:  
        for kw_features in kw_features_r:  
            X = None  
            if kw_features > 0:
```

```

        X = hstack((X, TfidfVectorizer(max_features=kw_features).fit_transform(list(data['keywords'])))
    if name_features > 0:
        X = hstack((X, TfidfVectorizer(max_features=name_features).fit_transform(list(data['name']))))
    if desc_features > 0:
        X = hstack((X, TfidfVectorizer(max_features=desc_features).fit_transform(list(data['desc']))))

X = hstack((X, np.column_stack((data.index.tolist(), data['deadline'].apply(lambda x: x.year + x.day))))
X = hstack((X, np.column_stack((data.index.tolist(), data['launched_at'].apply(lambda x: x.year + x.month))))
X = hstack((X, np.column_stack((data.index.tolist(), data['days_open'].tolist()))))
X = hstack((X, np.column_stack((data.index.tolist(), data['disable_communication'].tolist()))))
X = hstack((X, np.column_stack((data.index.tolist(), data['goal'].tolist()))))
X = hstack((X, np.column_stack((data.index.tolist(), data['country'].cat.codes))))

y = data['final_status']
X_train, X_test, y_train, y_test = model_selection.train_test_split(X.toarray(), y, test_size=0.05)

sample = {}
sample['kw_features'] = kw_features
sample['name_features'] = name_features
sample['desc_features'] = desc_features
for name, model in models:
    model.fit(X_train, y_train)
    score = model.score(X_test, y_test)
    sample[name] = score

res.append(sample)
pd.DataFrame(res).to_csv('data/results.csv', index=False, sep=';')
index += 1
print "%s/%s - %.2f%%" % (index, total, (index*100.0/total))

```

## Refinement

Based on previous process, the Random Forest Classifier was selected as the best model for this problem. Also, for that algorithm the number of features on each BoW that allows the algorithm to perform better are 100 features for keywords, 1500 feature for name and 2500 for description. Now it's important to try to get the best parameters for this model in an attempt for tuning the performance of the model. The Scikit model for the purpose is the GridSearchCV and that is what is being used for the refinement of the model.

The parameters chosen to be tested are the number of estimators, criterion and out of bag score. The results of that test are being store on a CSV file at `data/results_refinement.csv` . The code block bellow shows the meaningful part of this implementation.

```
param_grid = {
    'n_estimators' : [10, 50, 100, 200, 500, 1000],
    'criterion'     : ['gini', 'entropy']
}

X = None
X = hstack((X, TfidfVectorizer(max_features=100).fit_transform(list(data['keywords']))))
X = hstack((X, TfidfVectorizer(max_features=1500).fit_transform(list(data['name']))))
X = hstack((X, TfidfVectorizer(max_features=2500).fit_transform(list(data['desc']))))
X = hstack((X, np.column_stack((data.index.tolist(), data['deadline'].apply(lambda x: x.year + x.month/12.0)..
X = hstack((X, np.column_stack((data.index.tolist(), data['launched_at'].apply(lambda x: x.year + x.month/12.0..
X = hstack((X, np.column_stack((data.index.tolist(), data['days_open'].tolist()))))
X = hstack((X, np.column_stack((data.index.tolist(), data['disable_communication'].tolist()))))
X = hstack((X, np.column_stack((data.index.tolist(), data['goal'].tolist()))))
X = hstack((X, np.column_stack((data.index.tolist(), data['country'].cat.codes))))

model = GridSearchCV(RandomForestClassifier(random_state=42, n_jobs=2, criterion='entropy'),cv=5,
    param_grid=param_grid)
y = data['final_status']
X_train, X_test, y_train, y_test = model_selection.train_test_split(X.toarray(), y, test_size=0.05, random
```

```
model.fit(X_train, y_train)
score = model.score(X_test, y_test)
print score
```

## IV. Results

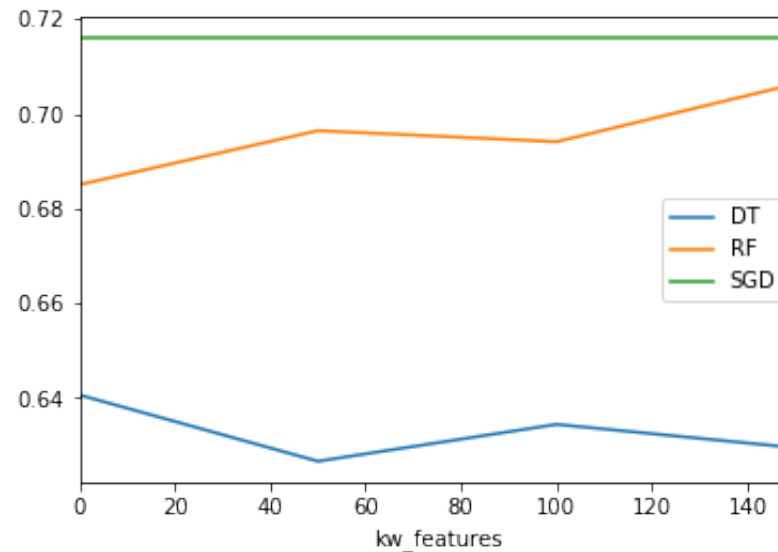
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*(approx. 2-3 pages)*

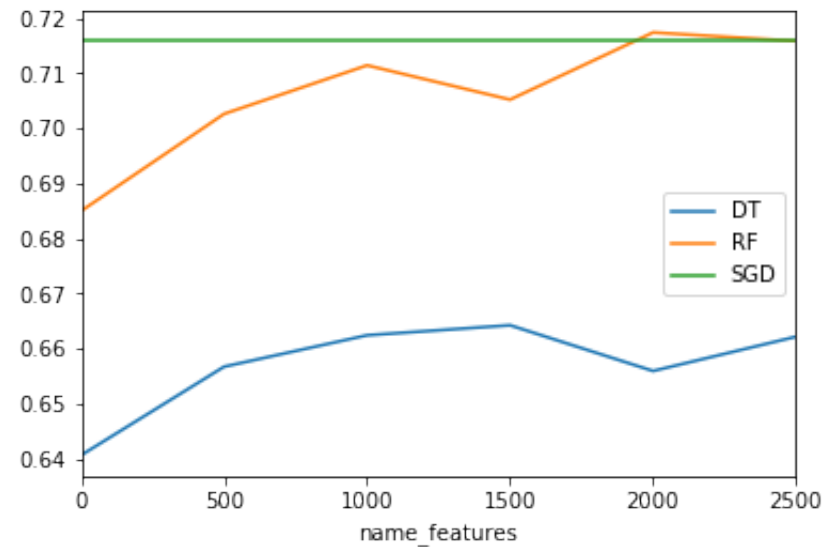
### Model Evaluation and Validation

On the Algorithm and Feature Selection phase a combination of number of features of keywords, names and description bag of words were run with 3 classifiers: Random Forest, Stochastic Gradient Descent and Decision Tree. The accuracy was stored for later analysis that follows.

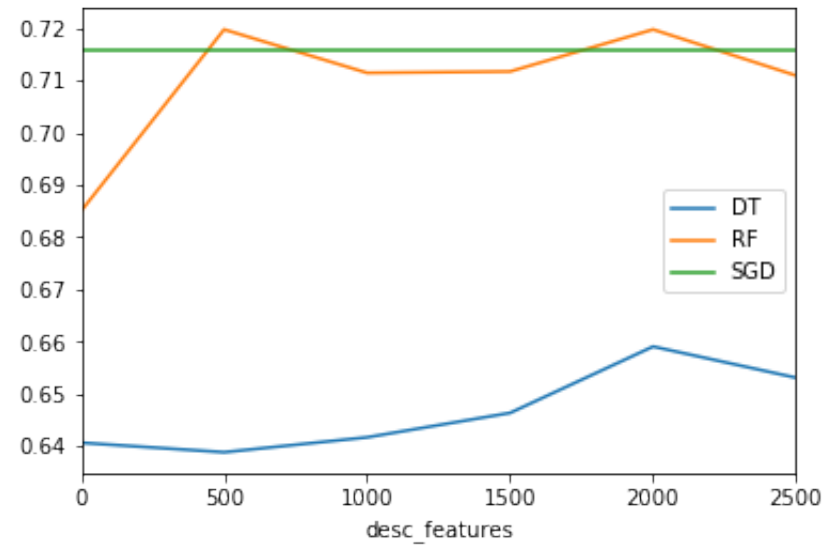
Using only one BoW we have the 3 charts bellow.



Classifiers with Keywords BoW



Classifiers with Names BoW



Classifiers with Description BoW

The Stochastic Gradient Descent remain constant on all three charts, meaning that it's not taking advantage of the BoW doesn't

matter it's size. There is a small improvement on Decision Tree Classifier when adding BoW but the classifier that take most advantage of it seems to be the Random Forest Classifier. From these charts the best number of features for the Random Forest seems to be 150 features for Keyword BoW, 2000 for Name BoW and 500 for Description BoW.

As we order the results by descending accuracy we can have a more precise view of the best algorithms, the following tables present the top 5 results for each of the classifiers.

- Best BoW for Decision Tree Classifiers

#	kw_features	name_features	desc_features	DT
90	100	2000	1500	0.671251
13	50	1500	0	0.670213
17	50	2000	0	0.668915
56	0	1000	1000	0.668915
143	150	2500	2500	0.668656

- Best BoW for Random Forest Classifiers

#	kw_features	name_features	desc_features	RF
134	100	1500	2500	0.728075
56	0	1000	1000	0.726518
46	100	2500	500	0.726258

114	100	2000	2000	0.725221
62	100	1500	1000	0.724702

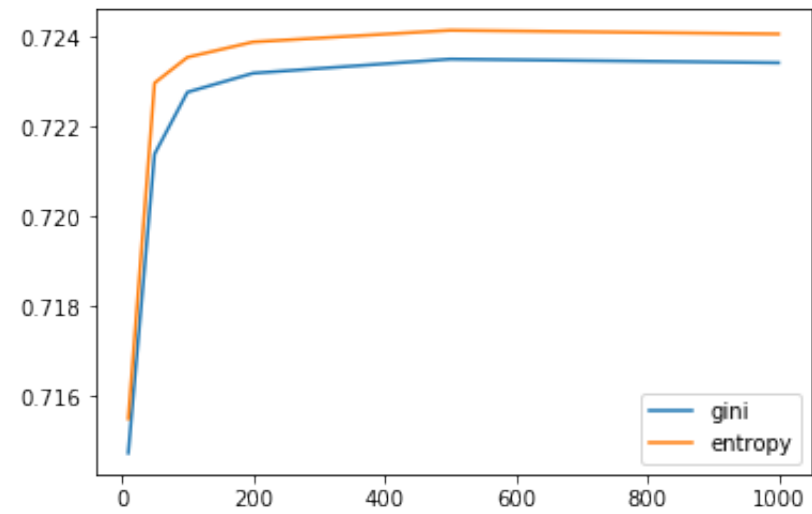
- Best BoW for Stochastic Gradient Descent Classifiers

#	kw_features	name_features	desc_features	SGD
0	0	0	0	0.71588
1	50	0	0	0.71588
92	0	2500	1500	0.71588
93	50	2500	1500	0.71588
94	100	2500	1500	0.71588

Considering those 3 tables above, the best algorithm for this problem is the Random Forest Classifier with a configuration of 100, 1500 and 2500 features for the keywords, name and description bag of words. This is the configuration that was used on the algorithm refinement.

Running the GridSearchCV for refined took 15 hours in a 2.9 GHz Intel Core i5 processor. After finished, the results stored on `data/results_refinement.csv` from which the following chart and table were created.





Result Refinement

#	criterion	n_estimators	score	std
0	gini	10	0.714731	0.002425
1	gini	50	0.721395	0.001257
2	gini	100	0.722775	0.001043
3	gini	200	0.723198	0.001240
4	gini	500	0.723512	0.001019
5	gini	1000	0.723430	0.001547
6	entropy	10	0.715495	0.002676
7	entropy	50	0.722979	0.001525

8	entropy	100	0.723553	0.001298
9	entropy	200	0.723894	0.002309
10	entropy	500	0.724154	0.002508
11	entropy	1000	0.724072	0.002237

It's important to notice that an increasing number of estimator, creating more complex models does not significant improve the results after 500 estimators. Also we can notice that the entropy criterion performs better than gini method. Best model uses entropy criterion and 500 estimators.

## Justification

The resulting model identified as the best solution found on this work used the Random Forest Algorithm using a number of 500 estimators and entropy criterion. For it's input the dimensions deadline, launched\_at, days\_open, diable\_communication, goal and country were used together with 3 bags of words created by textual data from Keywords, Name and Description dimensions using TD/IDF algorithm limiting to total number of features at 150 keywords features, 2500 name features and 1500 description features.

Using an independent training set, the resulting model got an accuracy score of 0.7304. This outperforms the benchmark project that presented an accuracy score of 0.680281. Considering that the 68.04% of the projects are not approved, a classifier that always return a negative result would score 0.6804 for accuracy, so the proposed algorithm can be useful for increasing the change for a successful prediction.

## V. Conclusion

*(approx. 1-2 pages)*

# Reflection

Predicting results of Kickstarter competition for funding project turns out to be a big challenge. The intuition was that the project category would have a strong correlation with the success of the project, but there is no such dimension on the dataset used. On the Exploratory Data Analysis, no strong correlation was found on other dimensions.

Text regarding project name, description and keywords might reflect on it's category improving the algorithm. The keywords album, film or book probably mean artistic projects. Also, some specific words on the writing of the project description like help, need, world or disruptive might boost the project acceptance rate. With that in mind, the Bag of Words approach was chosen for gathering information from textual data.

The first section of Chapter IV: Model Evaluation and Validation shows that some algorithms improved it's performance using the Bags of Words, should that it there is some value to that technique.

A model with accuracy score of 0.7304 was generated by tuning the Random Forest Classifier for this problem, meaning that it will predict if a project will be approved or not on 73% of the time, which is better than the benchmark so the model was successful but must be surely improved for use on a product.

Although the algorithm seems to learn indeed, it does not provide a great accuracy and therefore not solving a real world problem yet. Some improvements must be made before largely used. If a prediction with much better accuracy could be achieved, it could be used on Kickstarter's website to allow users to properly write better projects getting a better success rate on their projects.

# Improvement

In this project a simple model was created taking advantage of the usage of Bag of Words to predict kickstarter results along with other dimensions. It performed better than the benchmark but the model used as a comparison don't have a performance better than a model were all results were false, so it's not very good.

A better benchmark would be an educated guess of a user reading project description and evaluating other dimensions based on his intuition. In this case, it's possible the the benchmark would outperform the model generated in this project.

A better model for predicting Kickstarter projects can be achieved by taking advantage of other Machine Learning techniques and gathering more information about the dataset.

Suggestions regarding Machine Learning algorithms and techniques:

- Improve Bag of Words performance by using a custom made dictionary
- Test different classification Algorithms
- Combine with external datasets such as industry venture capital investments on each sector / category
- Alternative feature engineering process and trying to identify / remove outliers more carefully

The dataset should also be improved and more information should be gathered. The category in which the project is running might be very useful for the prediction model. Also the user that opens the project and the number of projects that this user previously submitted might also be very relevant.

Improving the model with those suggestions it's possible to create a model that would outperform an educated guess on the performance of the project made by an user. Understanding this model if very important to help users write better projects with better chance to get his/her project funded.