

Semantics of Kickstarter Projects Descriptions: Initial Results

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Objective

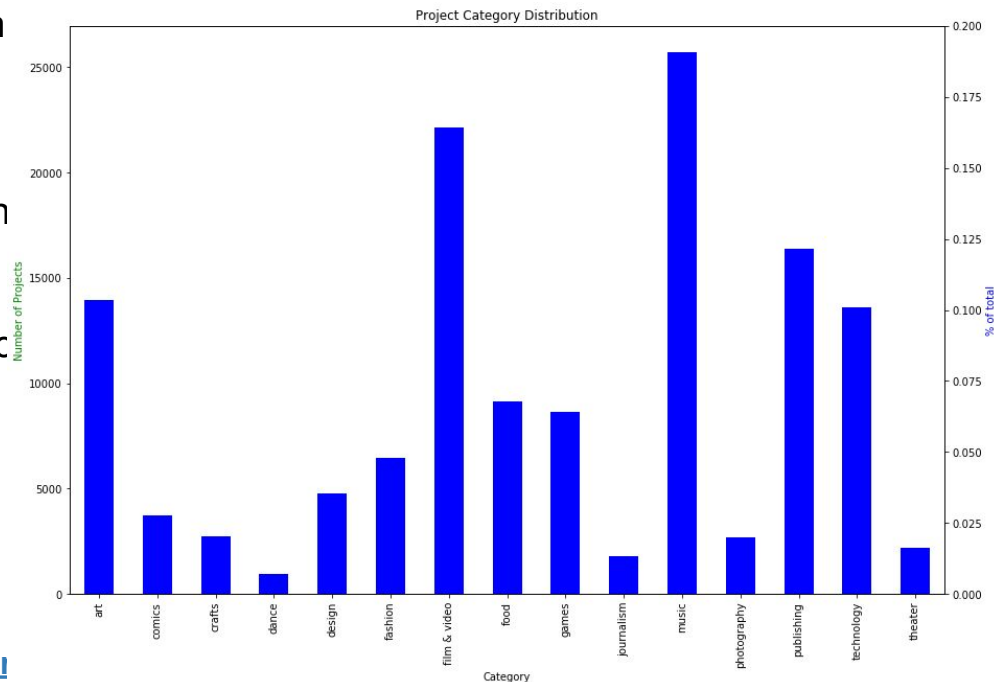
Conduct NLP analysis of project descriptions on Kickstarter.com to discover an underlying semantic structure

Data

Most recently scraped Kickstarter project data in JSON format available at

<https://webrobots.io/kickstarter-datasets/> *

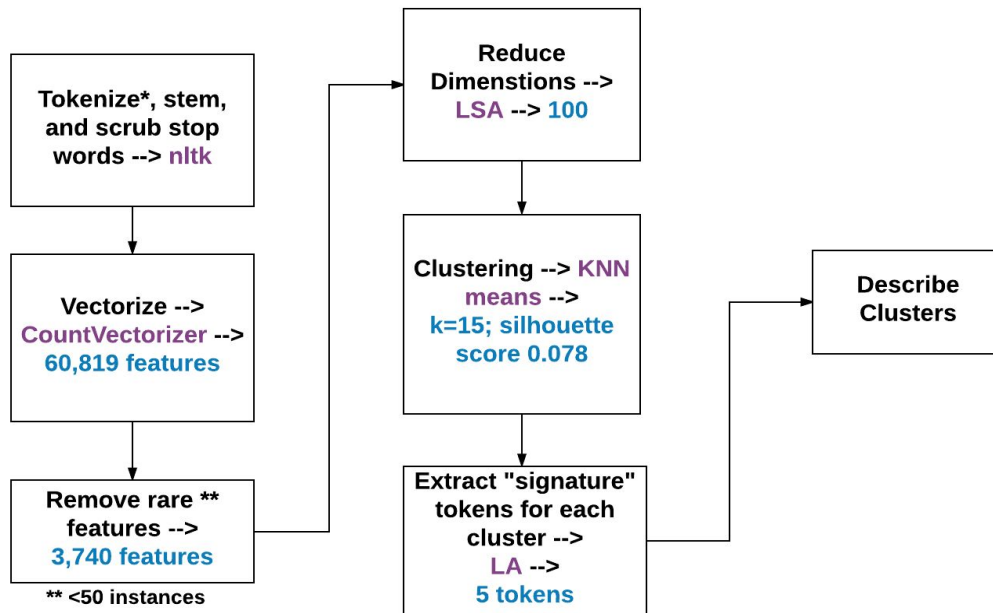
- ❑ 134,780 projects originated in US and plan for US market
 - ❑ Sampled down to 20,000 for
- ❑ 22 features, including text blurb with project description
- ❑ Almost 1GB data



* Actual file name:

https://s3.amazonaws.com/weruns/forfun/Kickstarterstarter_2017-05-15T22_21_11_300Z.json.gz

Methodology of Project Blurb Analysis



* Unigrams are used per research in “**Using Language to Predict Kickstarter Success**” by K. Sawhney, C. Tran. Stanford University. Department of Computer Science.

Traditional Obscure Cultural Reference

“William Shakespeare's vocabulary has been estimated by the experts at **twelve thousand*** words. The vocabulary of the Mumbo Jumbo tribe amounts to three hundred words.

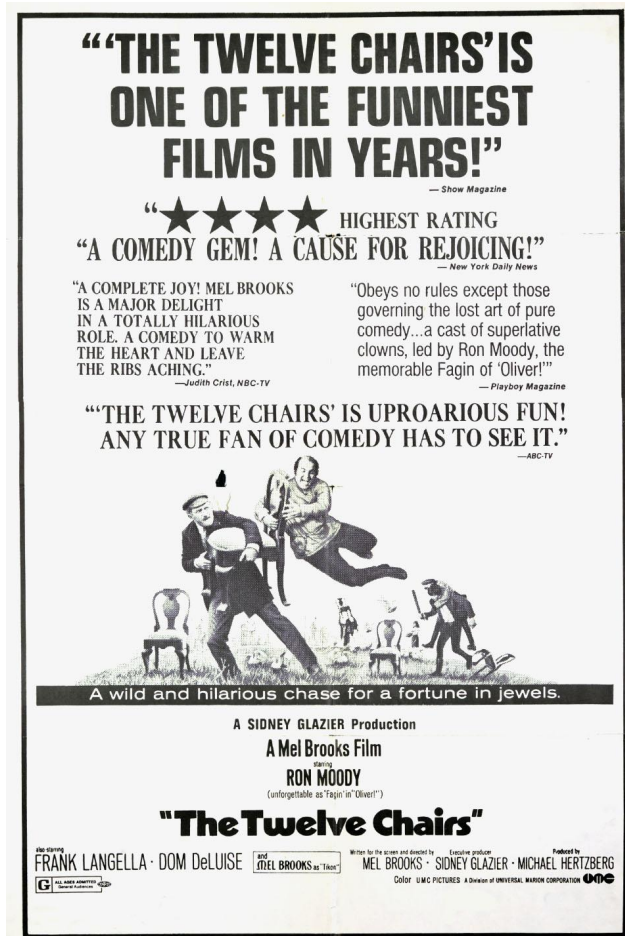
Ellochka Schukin managed easily and fluently on thirty.

Here are the words, phrases and interjections which she fastidiously picked from the great, rich and expressive Russian language:

1. You're being vulgar.
 2. Ho-ho!
- [...]"

Ilf and Petrov
“The Twelve Chairs

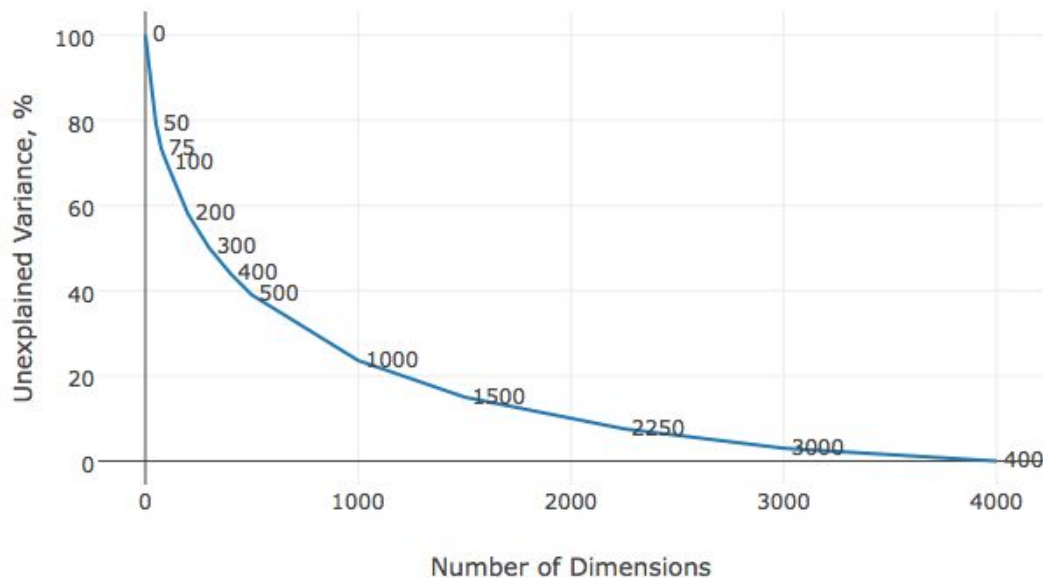
* This makes 60,819 tokens obtained from vectorization extremely high



Dimension Reduction

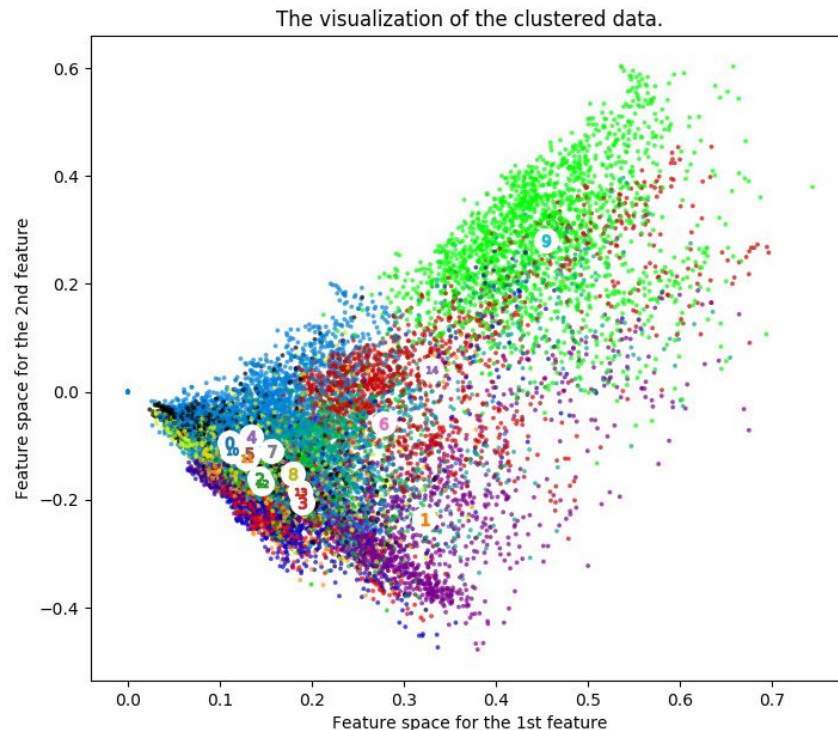
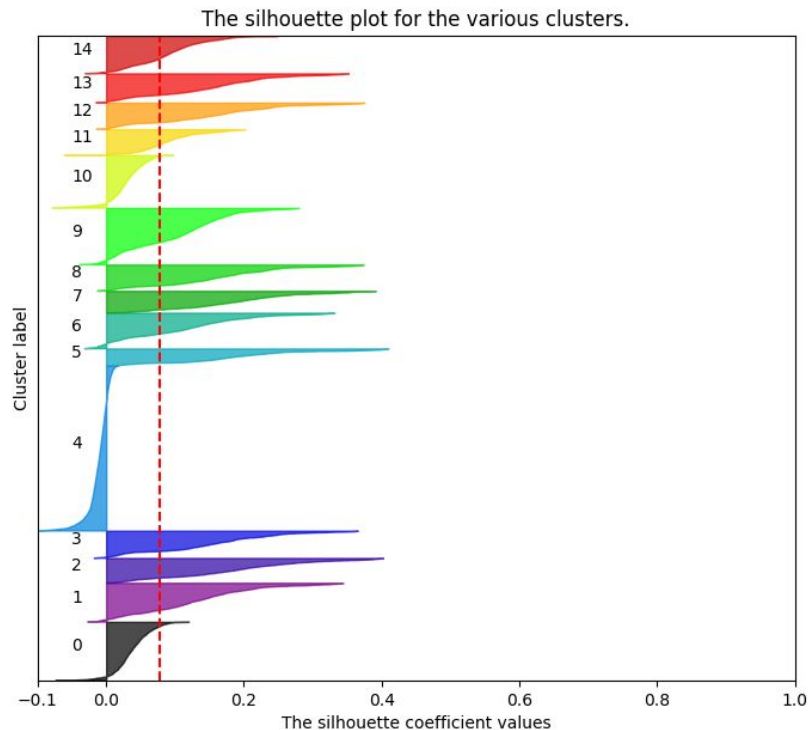
- ❑ 1,500 dimensions explain 85% of variation in the data
 - ❑ Curse of Dimensionality in action - very low silhouette scores
 - ❑
 - ❑
- ❑ Proceeded with 100 dimensions and 30% explainability

Number of Dimensions vs. Unexplained Variance in the Data



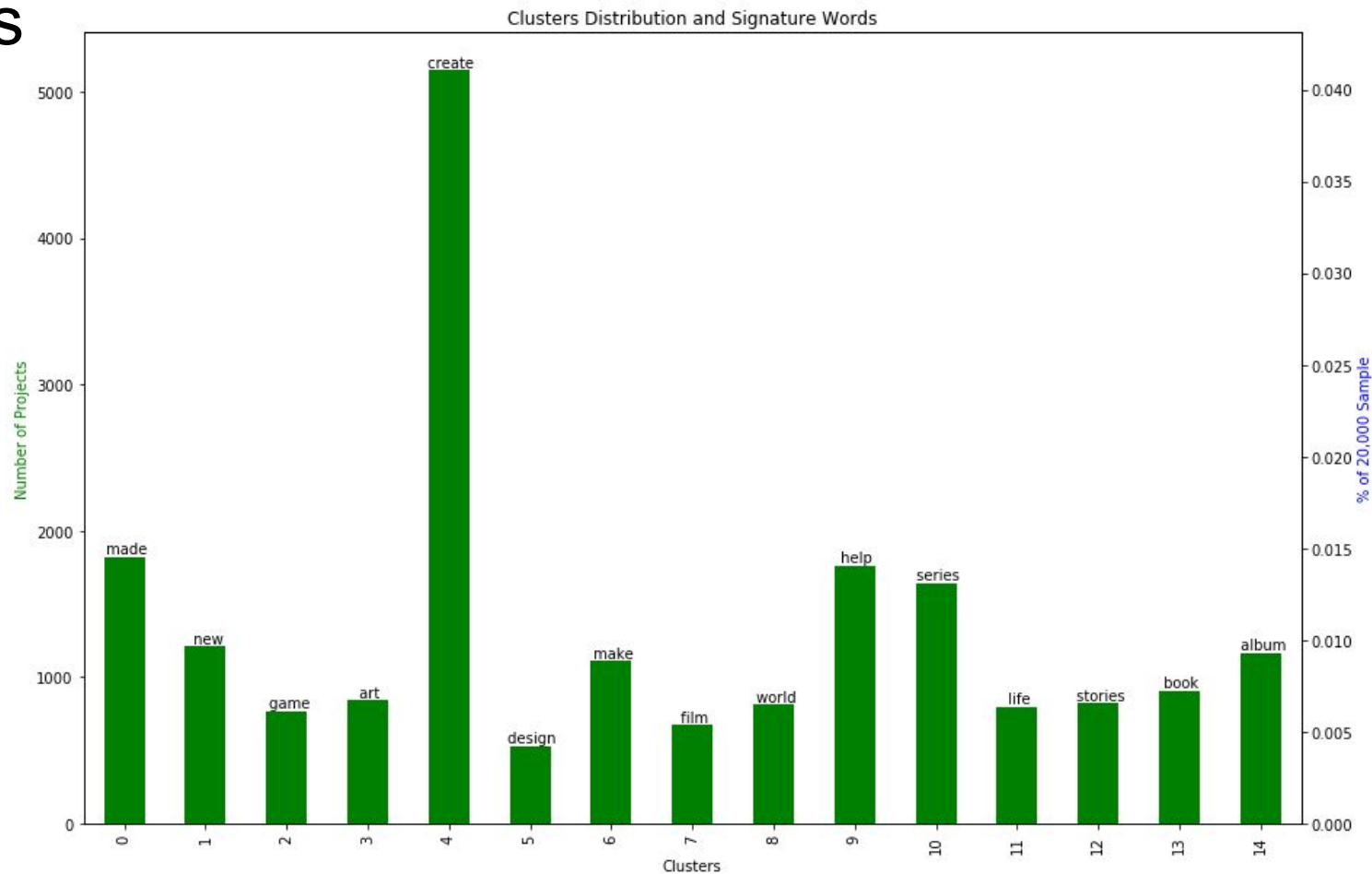
Clustering: KNN Means with $k=15$

Silhouette analysis for KMeans clustering on sample data with `n_clusters = 15`

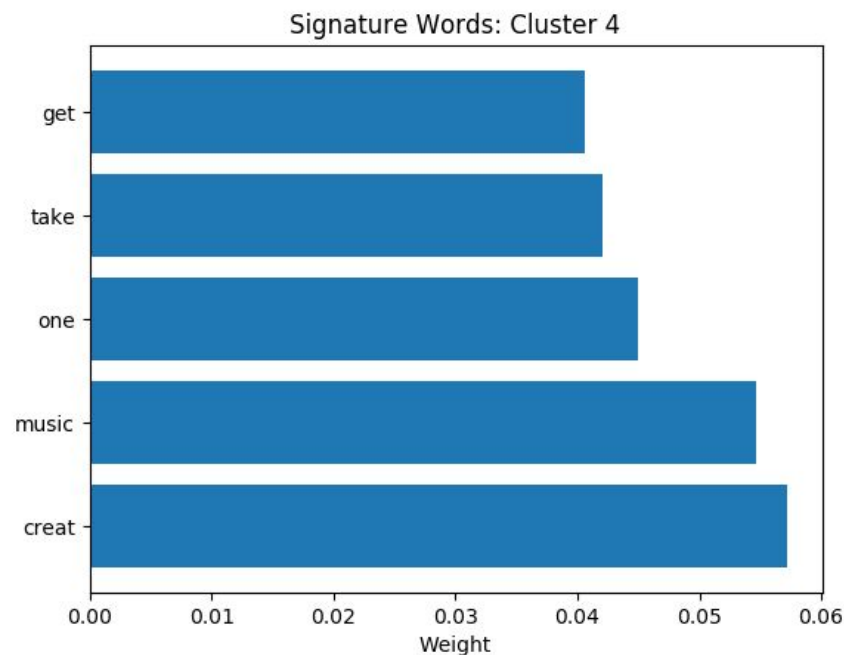
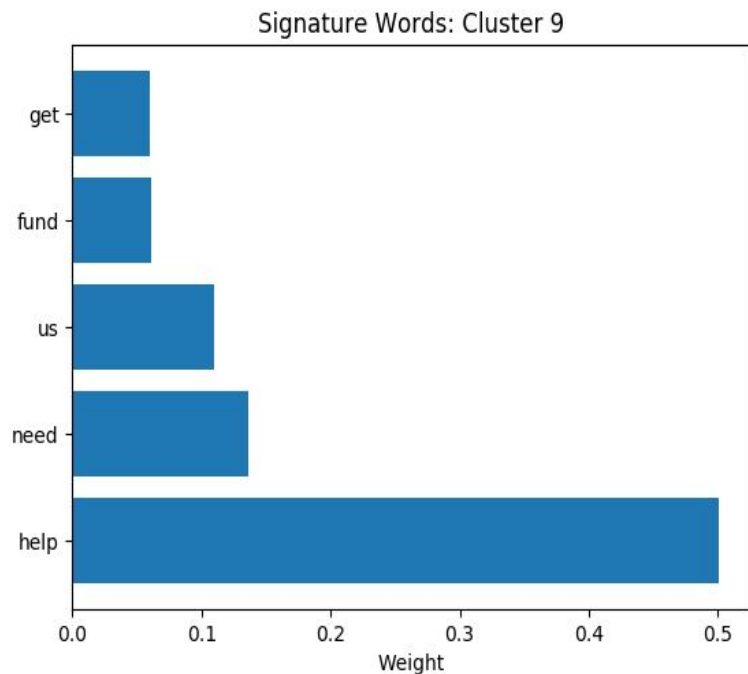


The average silhouette_score is : 0.078

Clusters



The Most Separated (#9) and The Largest (#4) Segments



Clusters Highlights

Cluster ID	Category	Top % in Category	Signature Word	Fun Facts
2	Games	77%	‘game’	The highest pledge, goal, staff picked, and backers numbers
14	Music	96%	‘album’ and ‘record’	The highest success rate (65%)
7	Film & Video	89%	‘film’	The 2nd most successful (60%)
13	Publishing	68%	‘book’	The second lowest % live (1.05)
2	Technology Food	30% 25%	‘made’ & ‘food’	The lowest success rate (31%)

Conclusion

- ❑ Only 5 out of 15 clusters closely follow project's Category, thus, more analysis needed to better understand the semantics behind groupings
- ❑ The standalone cluster 9 seems to be just asking for money (top 5 words are 'help', 'need', 'us', 'fund', 'get')
- ❑ Cluster 4 is a catch-it-all - the top words are generic, the size is the largest
- ❑ Game is king - the highest pledge and goal amounts, the highest number of staff-picked projects, and the highest backers count

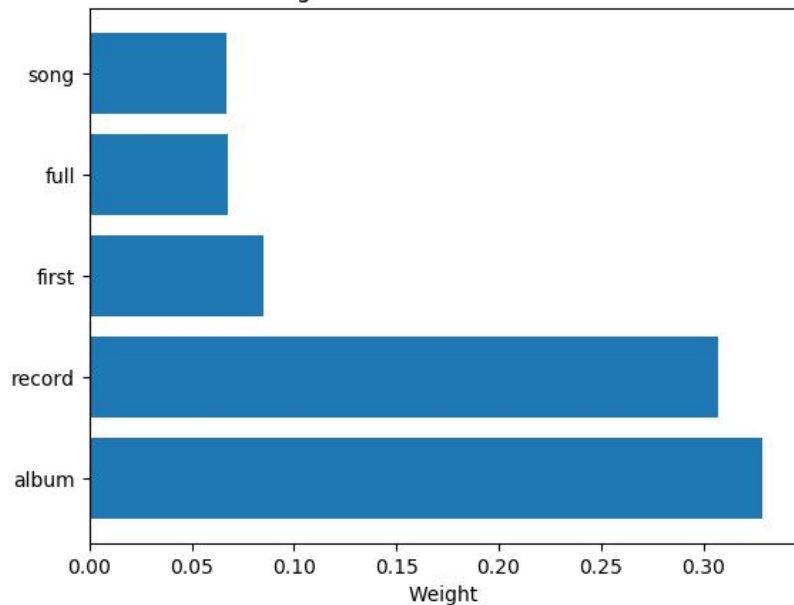
Next Steps

- ❑ Use all 130K + observations
- ❑ Try other clustering techniques
- ❑ Build supervised classification model to see if new clusters or specific signature tokens can predict success of campaign

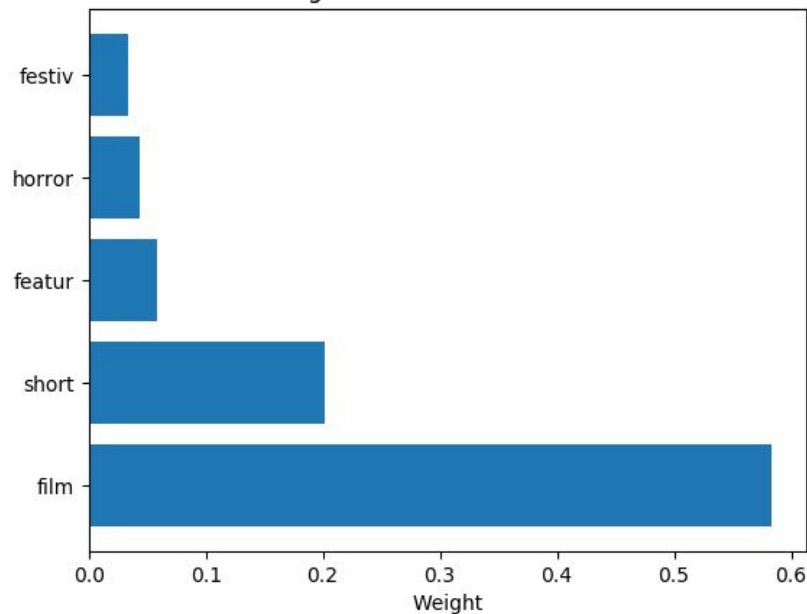
Appendix

Signature Words: Most Successful Clusters

Signature Words: Cluster 14



Signature Words: Cluster 7



Signature Words: The Highest Pledge and Goal Amounts, Most supported by Staff, and Max Number of Backers Cluster

