

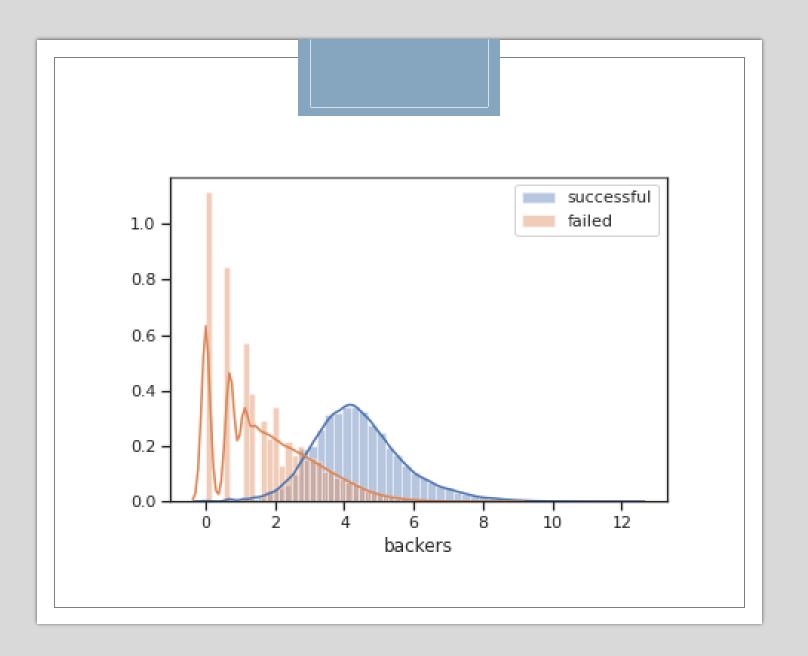
Kickstarter Projects

Exemplary new projects to showcase & user tips for better funding chances

State Ratio Failed 59.6% 40.4% successful

The problem

Only 40% of the projects succeed!



Exemplary new projects to showcase

We need to choose the ones having more backers: the more backers we have, the more chances of the project being successful

Best and worst categories in the US Theater Comics 40.9% 59.1% successful Publishing Technology Failed 26.2%

Exemplary new projects to showcase

We need to choose from the categories that have more chances.

Comics and Theater have more chances for success in the US

Best and worst categories in the GB



Exemplary new projects to showcase

Comics and Theater have more chances for success in the GB.
Crafts and technology are strongly to avoid!

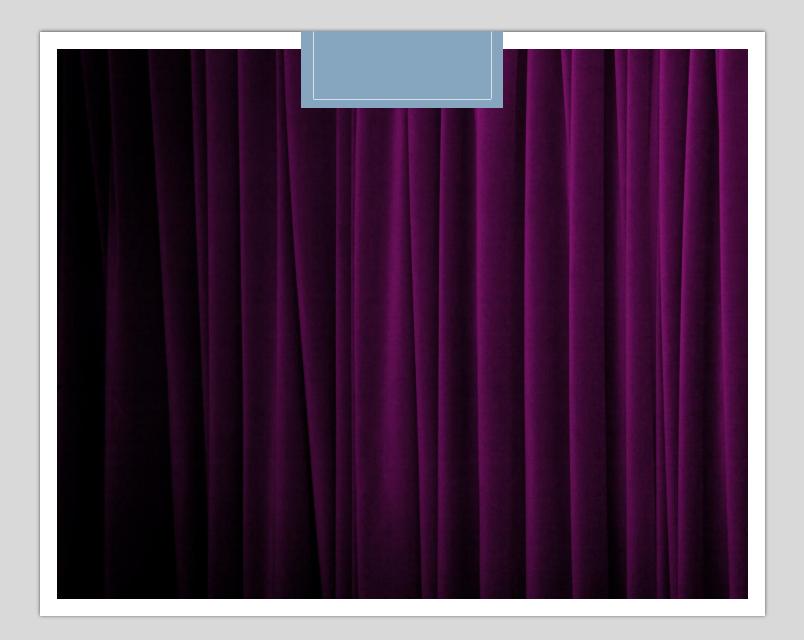
Best and worst categories in the CA



Exemplary new projects to showcase

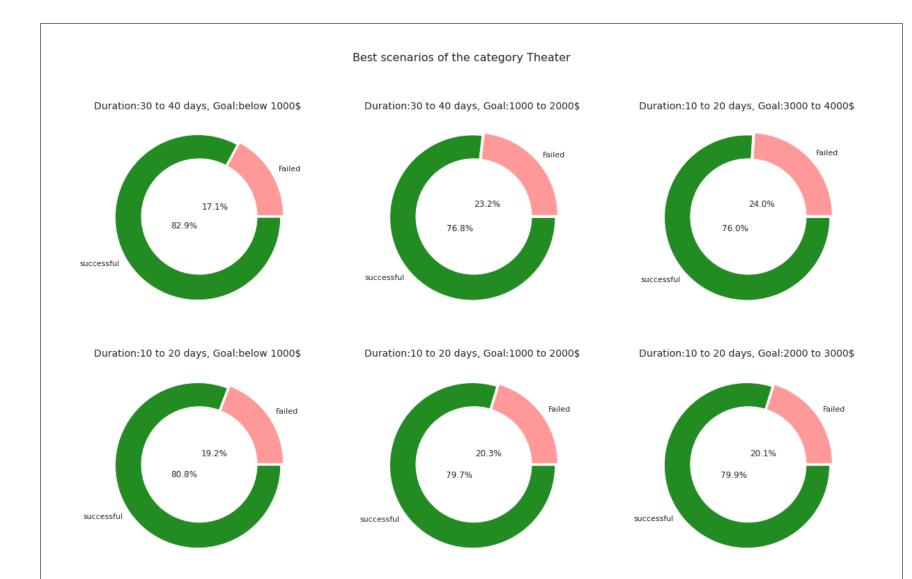
Comics and Theater have more chances for success in the GB.

Journalism and Comics are strongly to avoid!



What are the best showcases for the top Categories

- Theater
- Comics



Theater Top 3

1- Duration 30 to 40 days Goal below

1000\$

(82.9%)

2- Duration 10 to 20 days Goal 2000 to

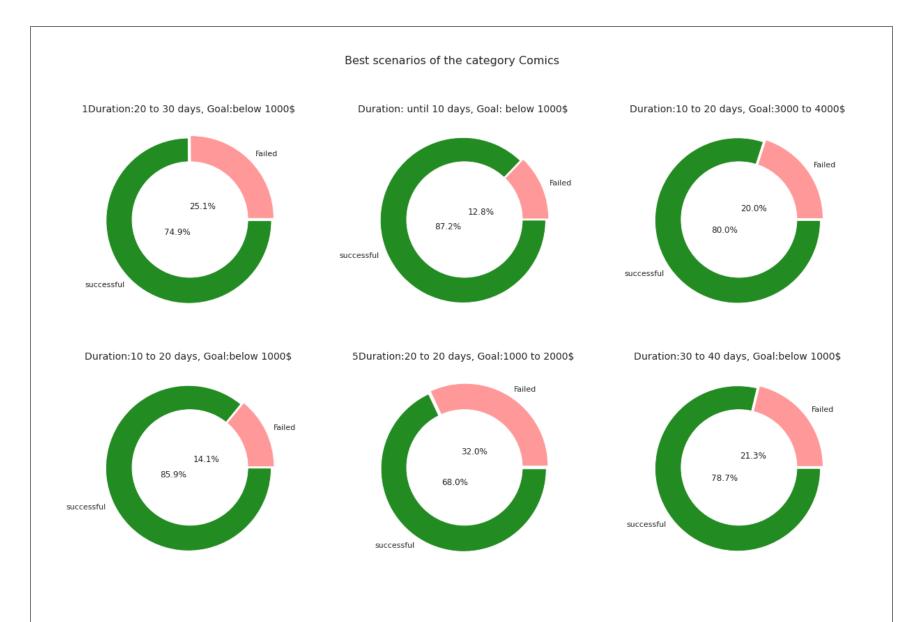
1000\$

(80.8%)

3- Duration 10 to 20 days Goal 2000 to

3000\$

(79.9%)



Comics Top 3

1- Duration until 10 days Goal below

1000\$

(87.2

%)

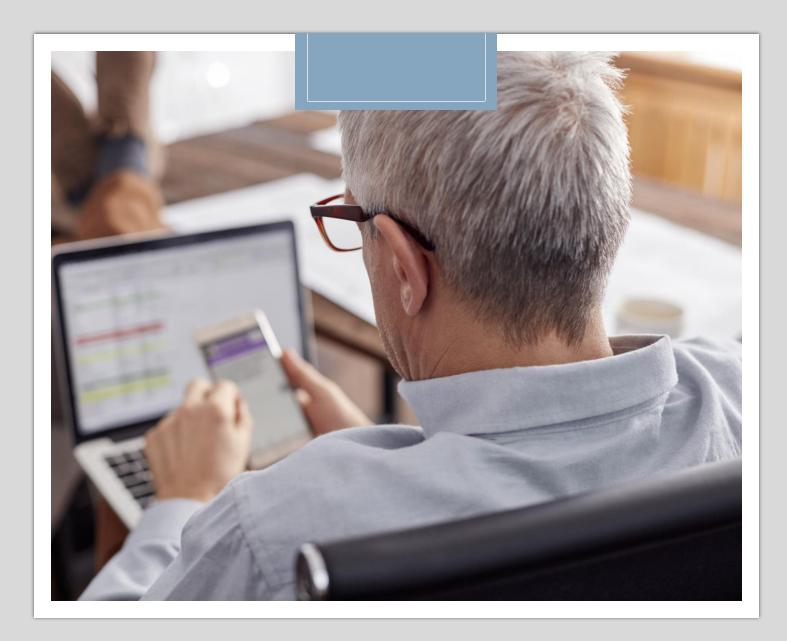
2- Duration 10 to 20 days Goal

below 1000\$ (85.9%)

3- Duration 10 to 20 days Goal 3000 to

4000\$ %)

(80.0



Some user tips?

- + Duration that are under 20 days have a better chance to succeed
- + Goals that have values below 2000\$ have a better chance to succeed
 - + Best time to lunch a kickstarter is between 14h and 16h