

Kickstarter Dataset...

... when a crowdfunding campaign will be profitable?



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Kickstarter Dataset

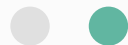
Exploring the Platform Landscape

Kickstarter is a dynamic global crowdfunding platform dedicated to bringing creative projects to life.

With **\$1.9 billion in pledges** from **9.4 million backers**, it has fueled **257,000 diverse projects**, from films to technology.

It serves as the driving force behind transforming creative visions into reality worldwide...

... **but not every project is able to reach the goal...**



Kickstarter Dataset

The Purpose

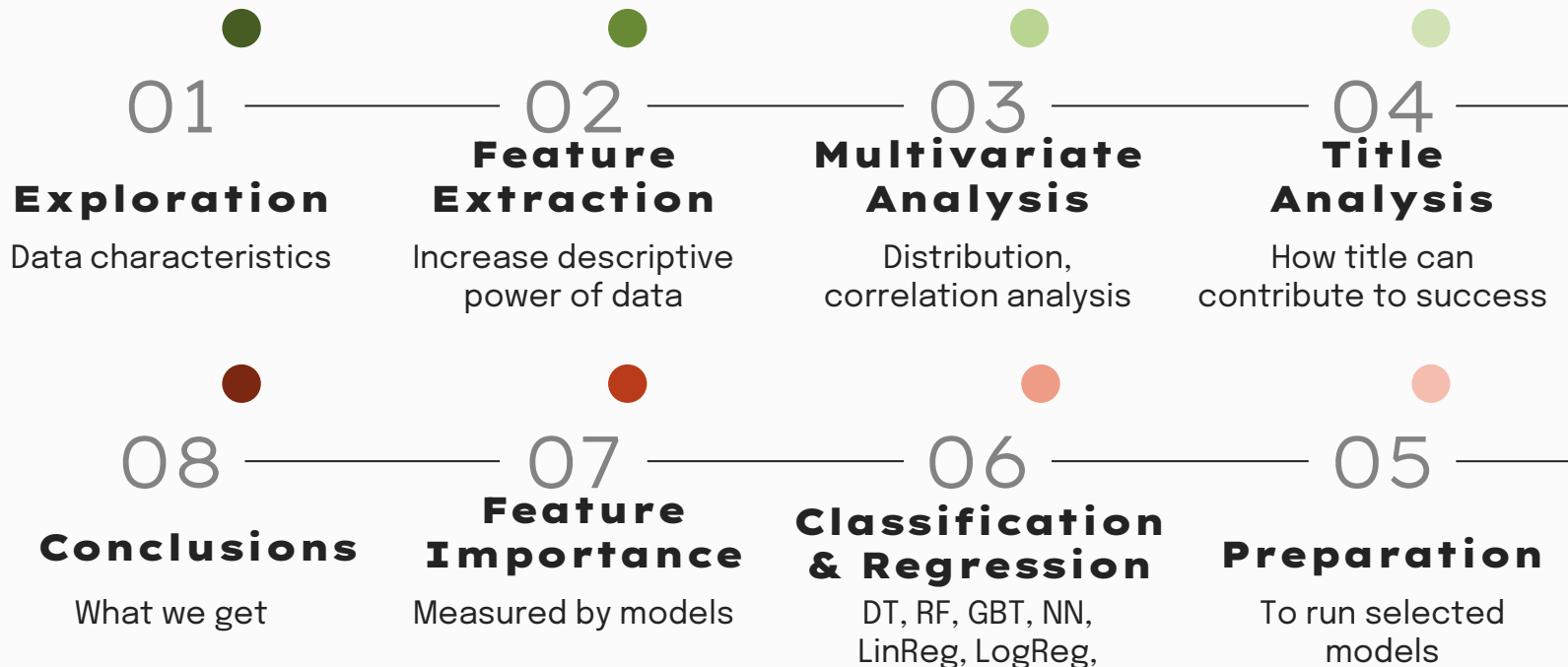
Only about **35%** of the total projects
have raised **successful** fundings

Then, which projects can successfully achieve their
goal?

Are there any **key project characteristics**
that increases the chances of success?



WORKFLOW



Feature Extraction

● **Launch-Date**
Deadline

● **Title**

● **Country**

● year
● month

● day of launch
● time interval

● length

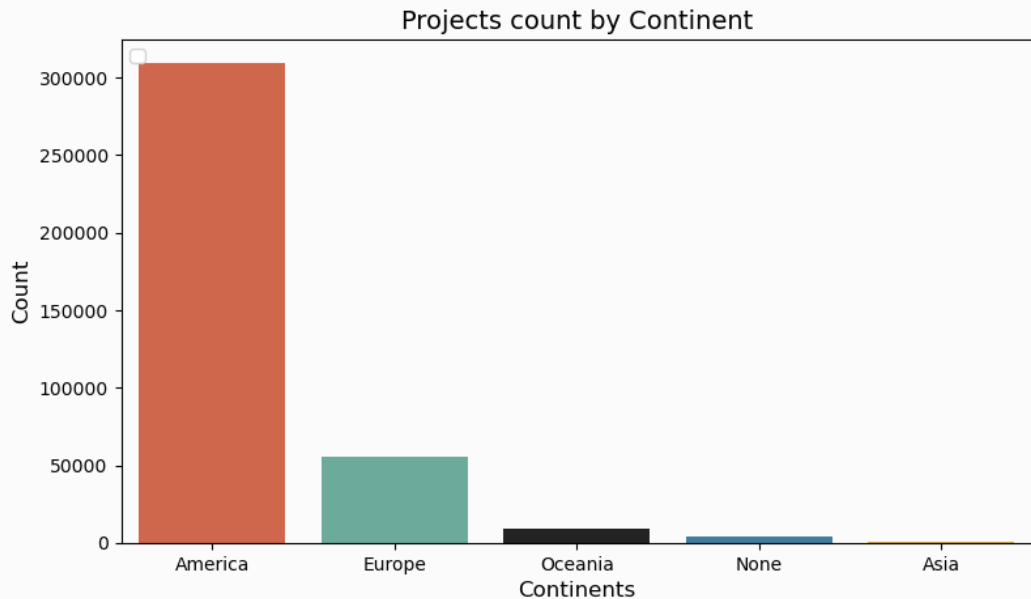
● use of "?!"

● continent



CONTINENT EXTRACTION & ANALYSIS

Looking for the continent with the highest number of projects



America dominates over other continents



Data are from Kickstarter, so these proportion don't match reality

PCA - 3 Components



Features used

Goal - Year - Month -
Day of week - Time interval -
Length of title - Use of ?! -
Category - Main Category -
Currency - Continent

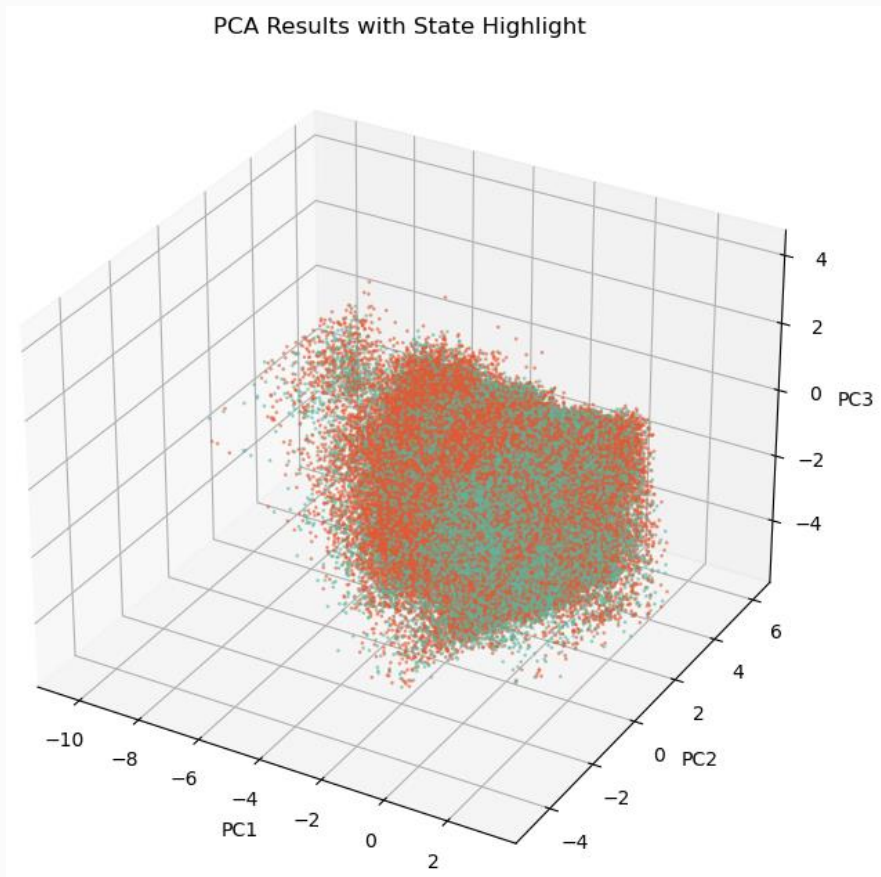


Fail



Success

Not very interesting...



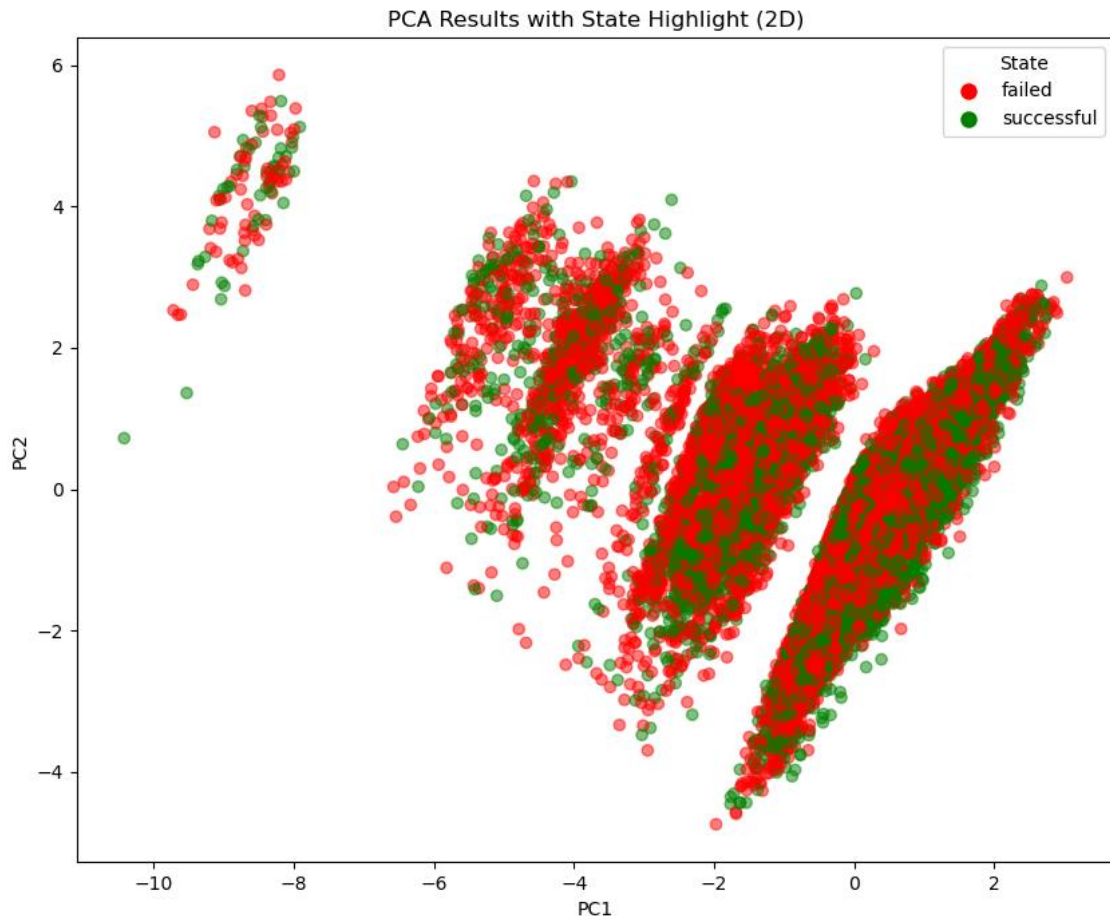
PCA - 2 Components

Features used

Goal - Year - Month -
Day of week - Time interval -
Length of title - Use of ?! -
Category - Main Category -
Currency - Continent

We can notice a **clear separation** between some areas of the points

Maybe some clustering technique can explain them better



Correlation Analysis



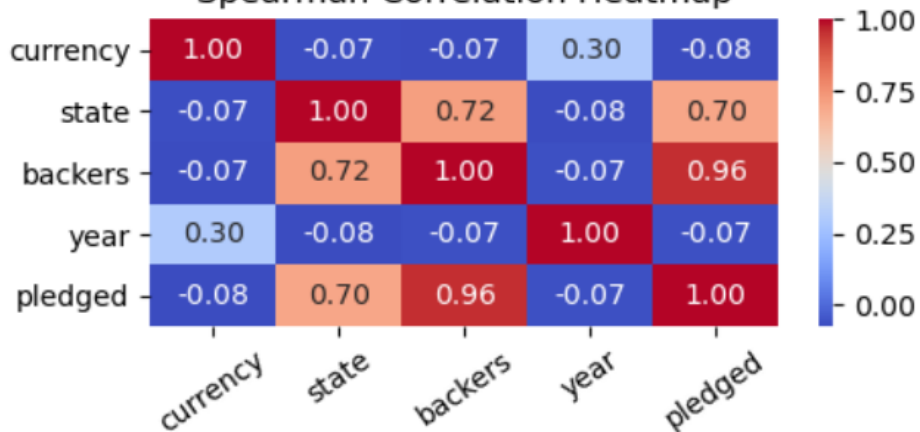
Linear Correlation Heatmap



Which variables are **linearly correlated**?

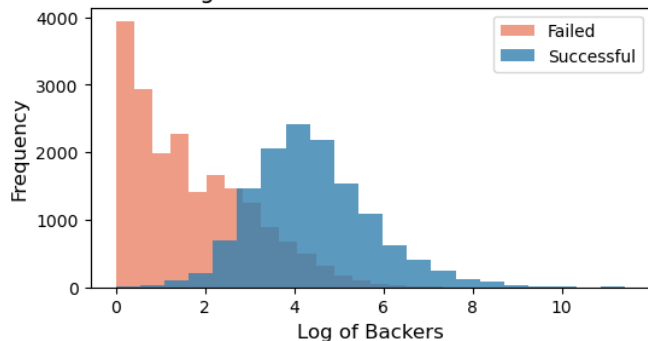
Can we find other variables **non-linear correlated**?

Spearman Correlation Heatmap



Correlation Analysis - Insight

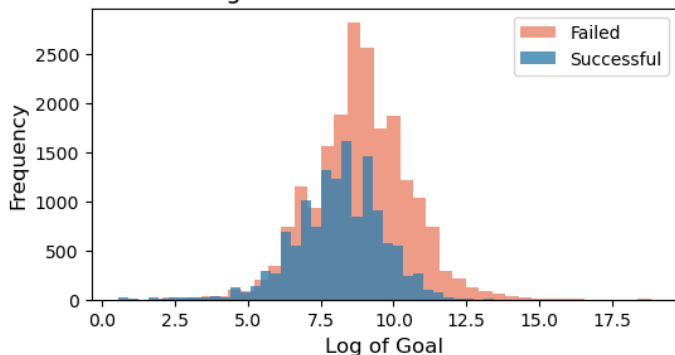
Distribution of Log of Backers for Failed and Successful Projects



0.72 correlation with **number of backers**

More supporters raise the probability of success

Distribution of Log of Goal for Failed and Successful Projects

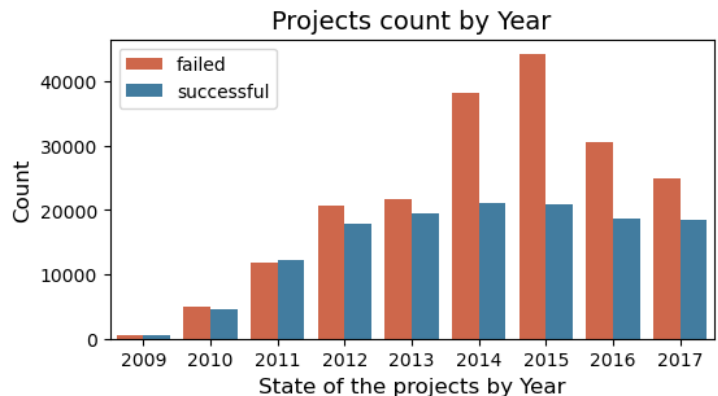


-0.22 correlation with the **goal**

Very high fundraising goals are difficult to achieve

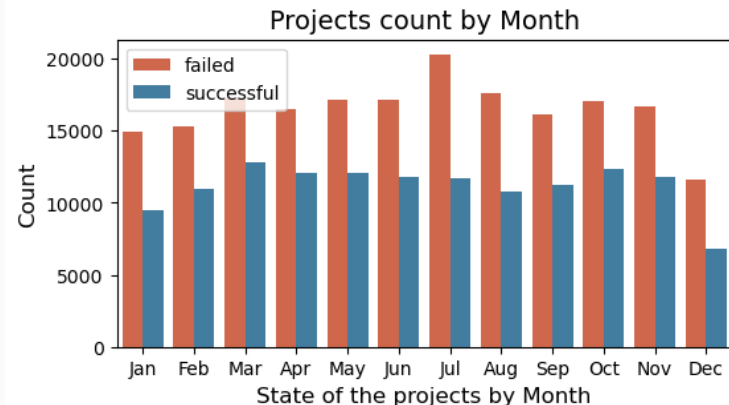
Temporal Analysis

How the **period** and the **duration** of a campaign influence the outcome?



Crowdfunding platforms have followed a growing trend

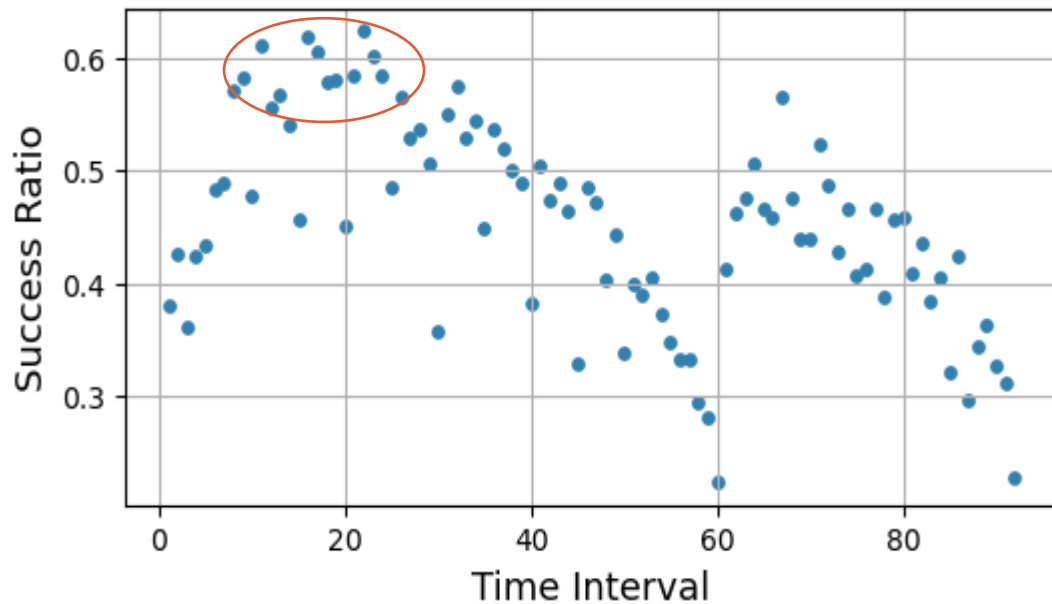
Less interesting information can be extrapolated from a seasonal analysis



Temporal Analysis

Relation between the **duration** and the **success rate**

Scatter Plot of Time Interval and Success Ratio



- ◆ The bivariate distribution shows a bimodal behavior
- ◆ A **short-medium** interval seems to be the best choice

Categories Analysis - A Big Picture

Best and worst categories for success/fail ratio

Rank	Category	Success/Fail Ratio
1	Dance	1.9
2	Theater	1.8
...
14	Journalism	0.32
15	Technology	0.31



niche but very attractive
(3500 projects)



more frequent but less attractive
(27000 projects)

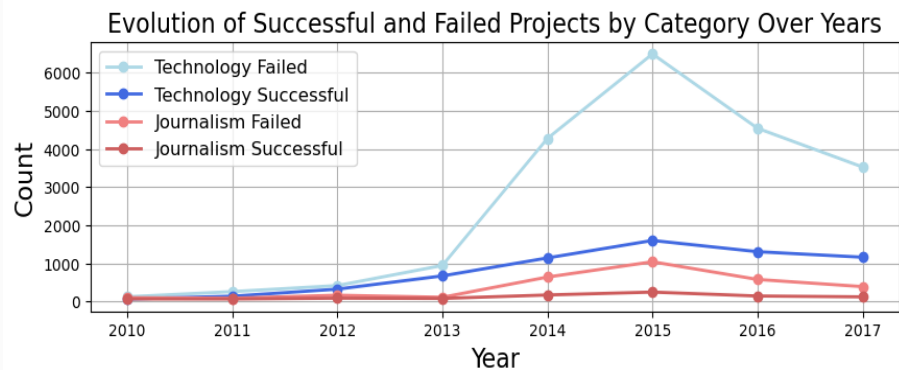
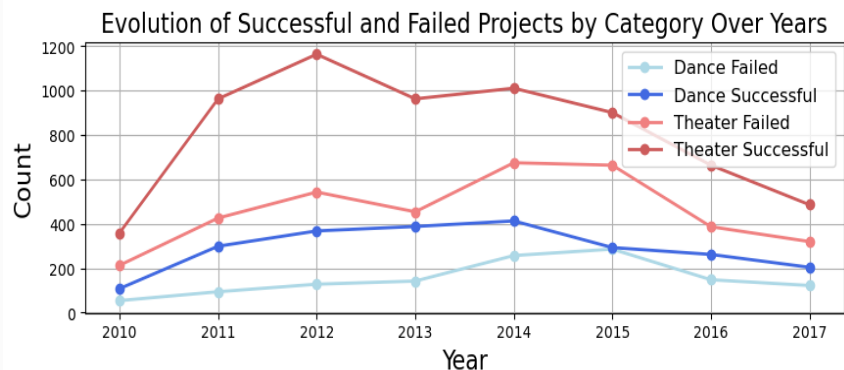
Niche categories gather more support while the more widespread ones have a lower success rate

Categories Analysis - Trend

Examining category success growth over the years, distinguishing successful from unsuccessful, **two patterns** emerge:

Less frequent categories remain **stable over time**, maintaining a consistent success/failure ratio

Popular categories align with the overall trend each year: **failures exceed successes** in growth



Title Analysis - most used words

Word Cloud - Successful



Word Cloud - Failed



Title Analysis - Bigrams

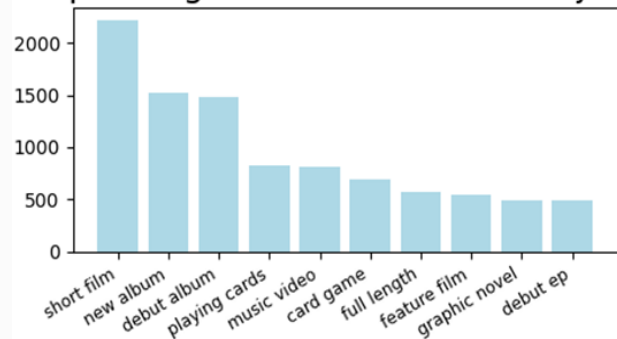
Bigrams are two consecutive words that appear in a sentence



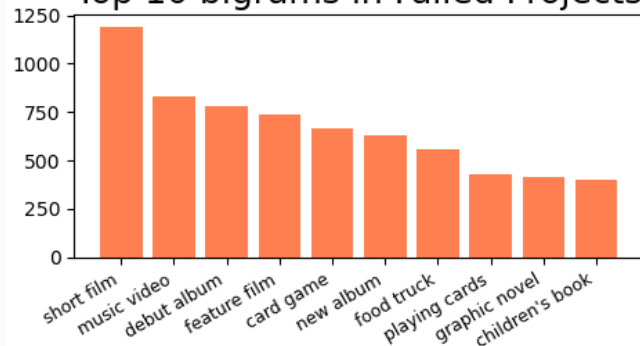
Similar bigrams but different frequencies

Bigram	Success rate	Fail rate
new album	70.8%	29.2%
debut album	65.4%	34.6%
short film	65.1%	34.9%

Top 10 bigrams in Successful Projects



Top 10 bigrams in Failed Projects



Classification - performance

- ◆ Hyperparameter tuning: Grid search with Cross Validation (4 folds)
- ◆ **Backers, Pledged** are a posteriori info: excluded from input features

MODEL	F1-score	AUROC	Accuracy
Decision Tree	0.56	0.65	0.67
Gradient Boosting Trees	0.68	0.75	0.69
Neural Network	0.63	0.68	0.64
Logistic Regression	0.59	0.65	0.62

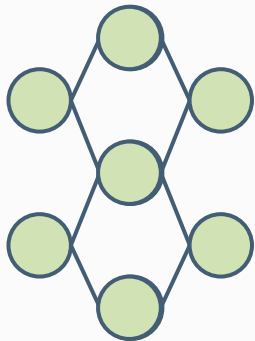
Classification - Insight



Neural Network

Lack of flexibility in hidden's activation functions

Hidden layers: (6,4,2)
stepsize = 0.01

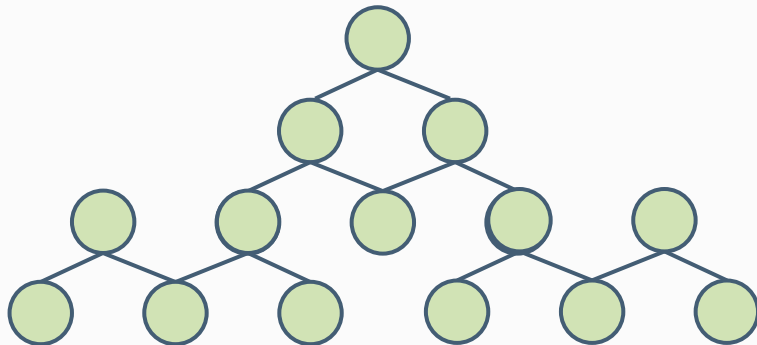


DT & GBT

Few descriptive features.
Shallow Tree structure

DT
depth = 15
MinInstancePerNode = 80

GBT
depth = 5
stepsize = 0.2

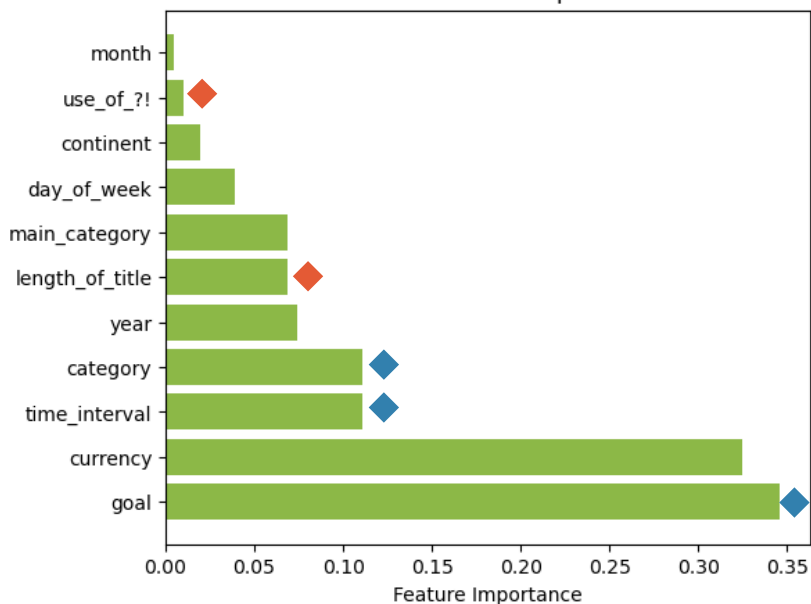


parameters

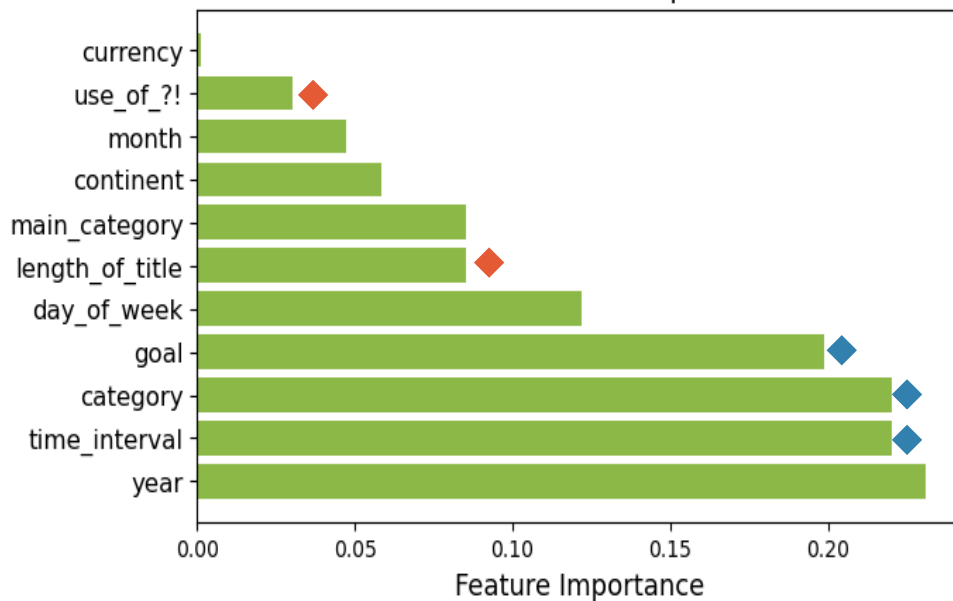
Classification - Feature Importance



DT Model Feature Importance



GBT Model Feature Importance



◆ **goal, time_interval, category** are the most important for both models

◆ **Feature extracted from title** don't influence the outcome of a project

Linear Regression

Features not considered:
continent and **backers**

Performance

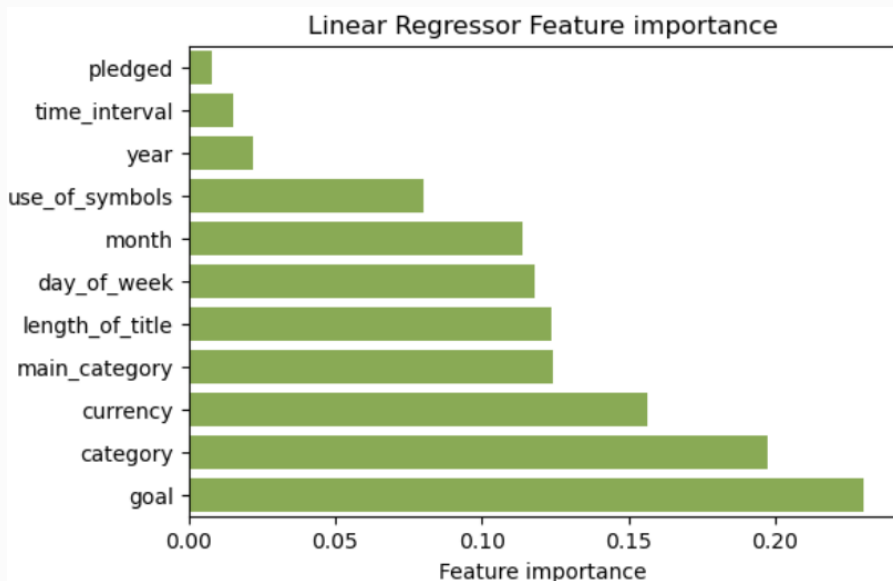
RMSE	0.36
R^2	0.48

Features not considered:
continent, **backers** and **pledged**

Performance

RMSE	0.49
R^2	0.004

Additional parameter:
regularization value.



**Feature
importance**

Conclusion



Our analysis tells an insightful story about crowdfunding projects, from 2011 to 2018

-
- **Annual and seasonal trends** reveal significant shifts in the ratio between fundraisers and backers
 - Some **categories outperform**, particularly niche ones (Dance, Theater and Comics)
 - The title words and punctuation do not influence donors
 - Fundraiser tip: **Choose goal and duration wisely**
-

However, training a model to **predict** campaign outcomes in advance is **challenging**, due to the **limited** availability of project **informations**



Thanks!
Questions?