kickstarter_class_tuncay

April 28, 2019

0.0.1 KICKSTARTER PROJECT FROM KAGGLE

https://www.kaggle.com/kemical/kickstarter-projects/version/7

0.0.2 BY TUNCAY DOGAN

https://github.com/ted2020

0.0.3 FOR ECON 328 - FINAL PROJECT

```
In [1]: Sys.time()
[1] "2019-04-28 19:31:13 PDT"
```

1 INTRODUCTION

Being able to reach out to clients or investors is one of the many great advantages of technology. Kickstarter enables makers to put forward their ideas and hopefully attain the attention of investors, who are on the lookout for the next big thing. Easiness of the platform, along with its early entrant market advantage, make Kickstarter a unique environment. There are many projects here, relateable to almost every aspect of life. But the changing preferences of people, with their desire of differentiated products can be observed in the data. Also, some sub-categories and categories are the leaders in terms of backers and percentage of fundedness. I will try to break it down as much as possible.

I am, here, looking at the issue from an angle of excess funding, timestamp variables, backers, and title wordcloud.

Kickstarter is a crowdsourcing to encourage creative projects for those who don't have much financial means. It's one of the go-to places for venture capitalists and angel investors. Even individuals can take part in projects with small capitals. The platform includes variety of projects from biotech to painting. If one puts forward a project for funding, that person is called a "creator." Each creator has to go through an immense task of providing a thorough analysis and objectives of the project. Outline of a project should indicate the stage, steps to be taken, possible final outcome, use of it, provide all the links and files, so that the investors can make an informed decision. If an investor decides to pledge an amount, he/she is called a "backer" and

the amount contributed is named as "pledged amount." If the total asked funding by the creator has not been achieved, the pledged amounts of investors are not collected and the project doesn't go through. So, it's an all or none model. Therefore, creators should put strong creativity, research, and sincerity into their projects before they decide to go on to the platform of Kickstarter.

2 SUMMARY

First, I will explore the data. I will create new variables that I am going to use, and see the levels, percentages by the sub and main category. Then I will look at which country has the most Kickstarter projects and which currency is the most used in transacting the business. Additonally, I will find which projects have higher than average funding and how many days the projects stay open.

Second, I will visualize excess pledge by sub and main categories, and what month and day provides the unusual fund pledging.

Third, I will create a wordcloud to analyze the names of projects.

Fourth, I will try to predict whether a project will be successful or fail. (logistic regression and randomforest and wordcloud)

```
In [2]: library(tidyverse)
        library(caret)
        library(janitor) # adorn_percentages
        library(ggplot2)
        library(wordcloud)
        library(tidytext)
        library(stringr)
        library(text2vec)
        library(tm)
        library(NLP)
        library(psych)
        library(randomForest)
        #library(party)
        library(car)
        library(InformationValue)
        library(heuristica)
Warning message:
"package 'tidyverse' was built under R version 3.5.2"-- Attaching packages --
v ggplot2 3.1.1
                      v purrr
                                0.3.2
v tibble 2.1.1
                      v dplyr
                                0.8.0.1
                      v stringr 1.4.0
v tidyr
          0.8.3
v readr
          1.3.1
                      v forcats 0.4.0
Warning message:
"package 'ggplot2' was built under R version 3.5.3"Warning message:
```

```
"package 'tibble' was built under R version 3.5.3"Warning message:
"package 'tidyr' was built under R version 3.5.3"Warning message:
"package 'readr' was built under R version 3.5.2"Warning message:
"package 'purrr' was built under R version 3.5.3"Warning message:
"package 'dplyr' was built under R version 3.5.3"Warning message:
"package 'stringr' was built under R version 3.5.2"Warning message:
"package 'forcats' was built under R version 3.5.2"-- Conflicts ----
x dplyr::filter() masks stats::filter()
                 masks stats::lag()
x dplyr::lag()
Warning message:
"package 'caret' was built under R version 3.5.3"Loading required package: lattice
Warning message:
"package 'lattice' was built under R version 3.5.2"
Attaching package: 'caret'
The following object is masked from 'package:purrr':
   lift
Warning message:
"package 'janitor' was built under R version 3.5.3"
Attaching package: 'janitor'
The following objects are masked from 'package:stats':
    chisq.test, fisher.test
Warning message:
"package 'wordcloud' was built under R version 3.5.3"Loading required package: RColorBrewer
Warning message:
"package 'RColorBrewer' was built under R version 3.5.2"Warning message:
"package 'text2vec' was built under R version 3.5.3"Loading required package: NLP
Attaching package: 'NLP'
The following object is masked from 'package:ggplot2':
    annotate
Warning message:
"package 'psych' was built under R version 3.5.2"
Attaching package: 'psych'
The following objects are masked from 'package:ggplot2':
   %+%, alpha
Warning message:
```

```
"package 'randomForest' was built under R version 3.5.2"randomForest 4.6-14
Type rfNews() to see new features/changes/bug fixes.
Attaching package: 'randomForest'
The following object is masked from 'package:psych':
    outlier
The following object is masked from 'package:dplyr':
    combine
The following object is masked from 'package:ggplot2':
    margin
Warning message:
"package 'car' was built under R version 3.5.3"Loading required package: carData
Warning message:
"package 'carData' was built under R version 3.5.2"
Attaching package: 'car'
The following object is masked from 'package:psych':
    logit
The following object is masked from 'package:dplyr':
    recode
The following object is masked from 'package:purrr':
    some
Warning message:
"package 'InformationValue' was built under R version 3.5.3"
Attaching package: 'InformationValue'
The following objects are masked from 'package:caret':
    confusionMatrix, precision, sensitivity, specificity
Warning message:
"package 'heuristica' was built under R version 3.5.3"
```

3 EXPLORATORY

```
In [3]: kickstarter <- read.csv("ks-projects-201801.csv")</pre>
In [4]: # additional variables that are used are created here
       kickstarter <- kickstarter %>% mutate(launch_year = as.numeric(as.character(format(as.l
       kickstarter <- kickstarter %>% mutate(launch_month = format(as.Date(launched), "%B"))
       kickstarter <- kickstarter %>% mutate(launch_month_numeric = as.numeric(as.character(fee))
       kickstarter <- kickstarter %>% mutate(launch_weekday = format(as.Date(launched), "%A")
       kickstarter <- kickstarter %>% mutate(launch_weekday_numeric = as.numeric(as.factor(kickstarter))
       kickstarter <- kickstarter %>% mutate(excess_p=ifelse(((usd_pledged_real/usd_goal_real
       kickstarter <- kickstarter %>% mutate(totaldays = as.numeric(as.Date(deadline) - as.Date(deadline) - as.Date(deadline)
       kickstarter <- kickstarter %>% mutate(category_numeric = as.numeric(as.factor(kickstar
       kickstarter <- kickstarter %>% mutate(main_category_numeric = as.numeric(as.factor(kic
       kickstarter <- kickstarter %>% mutate(state_numeric = as.numeric(as.factor(kickstarter
       head(kickstarter,1)
           ID | name
                                             category
                                                      main_category
                                                                    currency deadline
                                                                                        goal
   1000002330 The Songs of Adelaide & Abullah Poetry
                                                                              2015-10-09
                                                      Publishing
                                                                    GBP
                                                                                        1000
In [5]: str(kickstarter)
                    378661 obs. of 25 variables:
'data.frame':
$ ID
                        : int 1000002330 1000003930 1000004038 1000007540 1000011046 1000014
                        : Factor w/ 375765 levels "","\177Not Twins - New EP! \"The View from
$ name
                        : Factor w/ 159 levels "3D Printing",..: 109 94 94 91 56 124 59 42 11
 $ category
 $ main_category
                        : Factor w/ 15 levels "Art", "Comics", ...: 13 7 7 11 7 8 8 8 5 7 ...
                        : Factor w/ 14 levels "AUD", "CAD", "CHF",...: 6 14 14 14 14 14 14 14 14
 $ currency
 $ deadline
                        : Factor w/ 3164 levels "2009-05-03", "2009-05-16",...: 2288 3042 1333
                        : num 1000 30000 45000 5000 19500 50000 1000 25000 125000 65000 ...
 $ goal
 $ launched
                        : Factor w/ 378089 levels "1970-01-01 01:00:00",..: 243292 361975 804
 $ pledged
                        : num 0 2421 220 1 1283 ...
 $ state
                        : Factor w/ 6 levels "canceled", "failed", ...: 2 2 2 2 1 4 4 2 1 1 ...
 $ backers
                       : int 0 15 3 1 14 224 16 40 58 43 ...
                        $ country
 $ usd.pledged
                        : num 0 100 220 1 1283 ...
                        : num 0 2421 220 1 1283 ...
 $ usd_pledged_real
 $ usd_goal_real
                              1534 30000 45000 5000 19500 ...
                        : num
                        : num 2015 2017 2013 2012 2015 ...
 $ launch_year
                        : chr "August" "September" "January" "March" ...
 $ launch_month
 $ launch_month_numeric
                       : num 8 9 1 3 7 2 12 2 4 7 ...
 $ launch_weekday
                               "Tuesday" "Saturday" "Saturday" "Saturday" ...
                        : chr
 $ launch_weekday_numeric: num 6 3 3 3 3 1 2 2 5 1 ...
$ excess_p
                        : num 00000...
 $ totaldays
                        : num 59 60 45 30 56 35 20 45 35 30 ...
$ category_numeric
                        : num 109 94 94 91 56 124 59 42 114 40 ...
```

```
In [6]: anyNA(kickstarter)

TRUE

In [7]: kickstarter[!complete.cases(kickstarter),]
     # looks like missing values are for the usd.pledged column, which i wont use in this a
     # so i can ignore them
```

: num 2222144211...

\$ state_numeric

	ID	name	categor
170	1000694855	STREETFIGHTERZ WHEELIE MURICA	Film &
329	100149523	Duncan Woods - Chameleon EP	Music
633	1003023003	The Making of Ashley Kelley's Debut Album	Music
648	1003130892	Butter Side Down Debut Album	Music
750	1003629045	Chase Goehring debut EP	Music
825	1004013077	Spencer Capier Instrumental Project 2015	Music
845	1004126342	LUKAS LIGETI'S 50TH BIRTHDAY FESTIVAL: ORIGINAL NEW MUSIC!	Music
865	1004255433	The Battle For Breukelen: A Neighborhood Epic	Film &
871	1004298993	"Tamboura Plays Violin" - a collection of Pop & classical!	Music
891	1004402863	Nightingale Noel - An A Cappella Holiday CD	Music
1027	1005185256	Local Music Connection	Music
1037	100522240	DO NOT DUPLICATE - Selected by 2015 Devon Film Commission	Film &
1117	1005653464	SA-4 Studios	Music
1251	1006327667	Letters to the Wild - EP	Music
1685	1008671527	The Fitness Mindset :-)	Publish
1686	1008675685	Inspired & the Sleep EP - Eyelid Kid	Music
1719	1008815806	Into Winter: An Instrumental Christmas Experiment	Music
1785	1009154868	Help advance scientific guitar & bass design	Music
1818	1009312309	Mr. Pickles	Publish
1893	1009774693	Universal Peace Universal Justice	Music
1962	1010217550	Solarboot-Havel-Tour	Music
2054	1010694326	Surrender	Music
2202	1011508551	EBENEZER Solo Record	Music
2305	1011952280	NHSOB Summer Festival 2015	Music
2327	1012058337	Degobah Max	Music
2396	1012414277	WE ARE WHO WE ARE BUT WHATEVER WE WANT TO BE!!!	Music
2452	1012704793	Life In The Bus Lane	Film &
2458	1012744036	An Oratorio for our Time - Last Stop Cafe	Music
2479	1012807897	Juliet Remembered	Film &
2607	1013389538	Make admission to the London Music Awards ceremony free!	Music
375348	982862687	Bydlo - A Novel	Publish
375360	982919439	Faith	Film &
375513	983728691	The Octopodes' 5th Studio Album!	Music
375766	985231591	TWO FISH	Film &
375981	986253191	DEVELOP MAGAZINE FOR THE ARTS, MUSIC, AND DESIGN LOVERS	Publish
376026	986471034	Help Revival finish their new album, Guidance.	Music
376188	98744618	Vinyl for Dancing Pigeons!	Music
376471	988763792	Maud Sings Maud: A Musical Betsy-Tacy Companion	Music
376561 376604	989218116 989499289	Keep on Movin' - The Debut Album	Music Music
376675	989874415	Sojourner Love and Soul through Sound	Music
376971	991409513	Chris Copeland's First EP	Music
376985	991483230	Support Vocal Synergy's Second Semester and Tennessee Tour!	Music
377044	991820324	The Blend CD 2015	Music
377159	992433603	Jonny Come Lately	Film &
377139	994080962	Maximum Coppage	Film &
377473	994621918	Star Sailor	Film &
377639	994911312	"Songwriter assistan ç e" service	Music
377639	994911312	Whiskey and Holy Water	Music
377873	99613274	Double EP and Music Video Fundraiser	Music
378012	996908566	The World Needs More Big Thinkers	Publish

```
In [8]: levels(kickstarter$state)
          unique(kickstarter$launch_weekday_numeric)
          unique(kickstarter$launch_weekday)
```

- 1. 'canceled' 2. 'failed' 3. 'live' 4. 'successful' 5. 'suspended' 6. 'undefined'
- 1.62.33.14.25.56.77.4
- 1. 'Tuesday' 2. 'Saturday' 3. 'Friday' 4. 'Monday' 5. 'Thursday' 6. 'Wednesday' 7. 'Sunday'

In [9]: colnames(kickstarter)

1. 'ID' 2. 'name' 3. 'category' 4. 'main_category' 5. 'currency' 6. 'deadline' 7. 'goal' 8. 'launched' 9. 'pledged' 10. 'state' 11. 'backers' 12. 'country' 13. 'usd.pledged' 14. 'usd_pledged_real' 15. 'usd_goal_real' 16. 'launch_year' 17. 'launch_month' 18. 'launch_month_numeric' 19. 'launch_weekday' 20. 'launch_weekday_numeric' 21. 'excess_p' 22. 'totaldays' 23. 'category_numeric' 24. 'main_category_numeric' 25. 'state_numeric'

1. '3D Printing' 2. 'Academic' 3. 'Accessories' 4. 'Action' 5. 'Animals' 6. 'Animation' 7. 'Anthologies' 8. 'Apparel' 9. 'Apps' 10. 'Architecture' 11. 'Art' 12. 'Art Books' 13. 'Audio' 14. 'Bacon' 15. 'Blues' 16. 'Calendars' 17. 'Camera Equipment' 18. 'Candles' 19. 'Ceramics' 20. 'Children\'s Books' 21. 'Childrenswear' 22. 'Chiptune' 23. 'Civic Design' 24. 'Classical Music' 25. 'Comedy' 26. 'Comic Books' 27. 'Comics' 28. 'Community Gardens' 29. 'Conceptual Art' 30. 'Cookbooks' 31. 'Country & Folk' 32. 'Couture' 33. 'Crafts' 34. 'Crochet' 35. 'Dance' 36. 'Design' 37. 'Digital Art' 38. 'DIY' 39. 'DIY Electronics' 40. 'Documentary' 41. 'Drama' 42. 'Drinks' 43. 'Electronic Music' 44. 'Embroidery' 45. 'Events' 46. 'Experimental' 47. 'Fabrication Tools' 48. 'Faith' 49. 'Family' 50. 'Fantasy' 51. 'Farmer\'s Markets' 52. 'Farms' 53. 'Fashion' 54. 'Festivals' 55. 'Fiction' 56. 'Film & Video' 57. 'Fine Art' 58. 'Flight' 59. 'Food' 60. 'Food Trucks' 61. 'Footwear' 62. 'Gadgets' 63. 'Games' 64. 'Gaming Hardware' 65. 'Glass' 66. 'Graphic Design' 67. 'Graphic Novels' 68. 'Hardware' 69. 'Hip-Hop' 70. 'Horror' 71. 'Illustration' 72. 'Immersive' 73. 'Indie Rock' 74. 'Installations' 75. 'Interactive Design' 76. 'Jazz' 77. 'Jewelry' 78. 'Journalism' 79. 'Kids' 80. 'Knitting' 81. 'Latin' 82. 'Letterpress' 83. 'Literary Journals' 84. 'Literary Spaces' 85. 'Live Games' 86. 'Makerspaces' 87. 'Metal' 88. 'Mixed Media' 89. 'Mobile Games' 90. 'Movie Theaters' 91. 'Music' 92. 'Music Videos' 93. 'Musical' 94. 'Narrative Film' 95. 'Nature' 96. 'Nonfiction' 97. 'Painting' 98. 'People' 99. 'Performance Art' 100. 'Performances' 101. 'Periodicals' 102. 'Pet Fashion' 103. 'Photo' 104. 'Photobooks' 105. 'Photography' 106. 'Places' 107. 'Playing Cards' 108. 'Plays' 109. 'Poetry' 110. 'Pop' 111. 'Pottery' 112. 'Print' 113. 'Printing' 114. 'Product Design' 115. 'Public Art' 116. 'Publishing' 117. 'Punk' 118. 'Puzzles' 119. 'Quilts' 120. 'R&B' 121. 'Radio & Podcasts' 122. 'Readyto-wear' 123. 'Residencies' 124. 'Restaurants' 125. 'Robots' 126. 'Rock' 127. 'Romance' 128. 'Science Fiction' 129. 'Sculpture' 130. 'Shorts' 131. 'Small Batch' 132. 'Software' 133. 'Sound' 134. 'Space Exploration' 135. 'Spaces' 136. 'Stationery' 137. 'Tabletop Games' 138. 'Taxidermy' 139. 'Technology' 140. 'Television' 141. 'Textiles' 142. 'Theater' 143. 'Thrillers' 144. 'Translations' 145. 'Typography' 146. 'Vegan' 147. 'Video' 148. 'Video Art' 149. 'Video Games' 150. 'Wearables' 151. 'Weaving' 152. 'Web' 153. 'Webcomics' 154. 'Webseries' 155. 'Woodworking' 156. 'Workshops' 157. 'World Music' 158. 'Young Adult' 159. 'Zines' 159

```
1. 'Art' 2. 'Comics' 3. 'Crafts' 4. 'Dance' 5. 'Design' 6. 'Fashion' 7. 'Film & Video' 8. 'Food'
9. 'Games' 10. 'Journalism' 11. 'Music' 12. 'Photography' 13. 'Publishing' 14. 'Technology' 15. 'The-
ater'
   15
In [12]: levels(kickstarter$currency)
         n_distinct(kickstarter$currency)
   1. 'AUD' 2. 'CAD' 3. 'CHF' 4. 'DKK' 5. 'EUR' 6. 'GBP' 7. 'HKD' 8. 'JPY' 9. 'MXN' 10. 'NOK'
11. 'NZD' 12. 'SEK' 13. 'SGD' 14. 'USD'
   14
In [13]: df1 <- (kickstarter %>% group_by(main_category,f_s=state_numeric==4) %>%
         summarize(successful_count = n()))
         df2 <- (kickstarter %>% group_by(main_category,f_s=state_numeric==2) %>%
         summarize(failed_count = n()))
         df3 <- (kickstarter %>% group_by(main_category,f_s=state_numeric==1) %>%
         summarize(canceled_count = n()))
         df4 <- (kickstarter %>% group_by(main_category,f_s=state_numeric==3) %>%
         summarize(live_count = n()))
         df5 <- (kickstarter %>% group_by(main_category,f_s=state_numeric==5) %>%
         summarize(suspended count = n()))
         df6 <- (kickstarter %>% group_by(main_category,f_s=state_numeric==6) %>%
         summarize(undefined count = n()))
In [14]: merged <- Reduce(function(x, y) left_join(x, y, by=c("main_category", "f_s"), all=TRUE</pre>
         merged <- merged %>% mutate_if(is.integer, ~replace(., is.na(.), 0))
         merged
                   <- merged[seq(2,nrow(merged),2),]</pre>
         merged
`mutate_if()` ignored the following grouping variables:
Column `main_category`
```

main_category	f_s	successful_count	failed_count	canceled_count	live_count	suspended_cour
Art	TRUE	11510	14131	2222	194	96
Comics	TRUE	5842	4036	842	76	23
Crafts	TRUE	2115	5703	843	76	72
Dance	TRUE	2338	1235	163	18	13
Design	TRUE	10550	14814	4152	305	247
Fashion	TRUE	5593	14182	2650	250	138
Film & Video	TRUE	23623	32904	5755	332	117
Food	TRUE	6085	15969	2211	184	153
Games	TRUE	12518	16003	6202	287	220
Journalism	TRUE	1012	3137	523	31	52
Music	TRUE	24197	21752	3305	281	149
Photography	TRUE	3305	6384	986	48	55
Publishing	TRUE	12300	23145	3602	299	66
Technology	TRUE	6434	20616	4715	377	424
Theater	TRUE	6534	3708	608	41	21

merged_p %>% arrange(desc(successful_count))

main_category	f_s	successful_count	failed_count	canceled_count	live_count	suspended_co
Dance	TRUE	0.6204883	0.3277601	0.04325902	0.004777070	0.003450106
Theater	TRUE	0.5987355	0.3397782	0.05571337	0.003756987	0.001924310
Comics	TRUE	0.5399760	0.3730474	0.07782605	0.007024679	0.002125890
Music	TRUE	0.4660619	0.4189684	0.06365808	0.005412381	0.002869910
Art	TRUE	0.4088374	0.5019359	0.07892587	0.006890917	0.003409939
Film & Video	TRUE	0.3715184	0.5174805	0.09050877	0.005221357	0.001840057
Games	TRUE	0.3553121	0.4542306	0.17603815	0.008146235	0.006244501
Design	TRUE	0.3508480	0.4926505	0.13807782	0.010143000	0.008214167
Publishing	TRUE	0.3084717	0.5804534	0.09033455	0.007498621	0.001655214
Photography	TRUE	0.3066147	0.5922627	0.09147416	0.004453103	0.005102514
Food	TRUE	0.2473376	0.6490936	0.08987074	0.007479067	0.006219007
Fashion	TRUE	0.2451350	0.6215813	0.11614656	0.010957223	0.006048387
Crafts	TRUE	0.2400954	0.6474061	0.09569758	0.008627540	0.008173459
Journalism	TRUE	0.2128286	0.6597266	0.10998948	0.006519453	0.010935857
Technology	TRUE	0.1975498	0.6329946	0.14476957	0.011575424	0.013018515

main_category	f_s	successful_count	failed_count	canceled_count	live_count	suspended_cou
Journalism	TRUE	0.2128286	0.6597266	0.10998948	0.006519453	0.010935857
Food	TRUE	0.2473376	0.6490936	0.08987074	0.007479067	0.006219007
Crafts	TRUE	0.2400954	0.6474061	0.09569758	0.008627540	0.008173459
Technology	TRUE	0.1975498	0.6329946	0.14476957	0.011575424	0.013018515
Fashion	TRUE	0.2451350	0.6215813	0.11614656	0.010957223	0.006048387
Photography	TRUE	0.3066147	0.5922627	0.09147416	0.004453103	0.005102514
Publishing	TRUE	0.3084717	0.5804534	0.09033455	0.007498621	0.001655214
Film & Video	TRUE	0.3715184	0.5174805	0.09050877	0.005221357	0.001840057
Art	TRUE	0.4088374	0.5019359	0.07892587	0.006890917	0.003409939
Design	TRUE	0.3508480	0.4926505	0.13807782	0.010143000	0.008214167
Games	TRUE	0.3553121	0.4542306	0.17603815	0.008146235	0.006244501
Music	TRUE	0.4660619	0.4189684	0.06365808	0.005412381	0.002869910
Comics	TRUE	0.5399760	0.3730474	0.07782605	0.007024679	0.002125890
Theater	TRUE	0.5987355	0.3397782	0.05571337	0.003756987	0.001924310
Dance	TRUE	0.6204883	0.3277601	0.04325902	0.004777070	0.003450106

```
df11 <- (kickstarter %>% group_by(category,f_s=state_numeric==5) %>%
    summarize(suspended_count = n()))

df12 <- (kickstarter %>% group_by(category,f_s=state_numeric==6) %>%
    summarize(undefined_count = n()))

In [19]: merged2 <- Reduce(function(x, y) left_join(x, y, by=c("category","f_s"), all=TRUE), 1
    merged2 <- merged2 %>% mutate_if(is.integer, ~replace(., is.na(.), 0))
    merged2 <- merged2[seq(2,nrow(merged2),2),]
    head(merged2)</pre>
```

`mutate_if()` ignored the following grouping variables:
Column `category`

category	f_s	successful_count	failed_count	canceled_count	live_count	suspended_count
3D Printing	TRUE	242	326	91	8	15
Academic	TRUE	188	589	115	11	13
Accessories	TRUE	1073	1667	340	53	29
Action	TRUE	107	514	109	7	3
Animals	TRUE	63	166	18	3	5
Animation	TRUE	682	1531	306	16	6

category	f_s	successful_count	failed_count	canceled_count	live_count	suspended_co
Chiptune	TRUE	0.7714286	0.1714286	0.05714286	0.000000000	0.0000000000
Residencies	TRUE	0.7246377	0.2608696	0.01449275	0.000000000	0.0000000000
Anthologies	TRUE	0.6645408	0.2755102	0.04719388	0.011479592	0.0012755102
Dance	TRUE	0.6640827	0.2911283	0.04134367	0.002153316	0.0008613264
Indie Rock	TRUE	0.6395616	0.3024571	0.05479936	0.002651582	0.0005303164
Letterpress	TRUE	0.6326531	0.3061224	0.02040816	0.020408163	0.0204081633
Country & Folk	TRUE	0.6317681	0.3147607	0.04830375	0.004268704	0.0008986745
Classical Music	TRUE	0.6303100	0.3034826	0.06008419	0.004209721	0.0019135094
Theater	TRUE	0.6242029	0.3229418	0.04987955	0.001133626	0.0017004393
Performances	TRUE	0.6159921	0.3326752	0.03849951	0.006910168	0.0059230010

category	f_s	successful_count	failed_count	canceled_count	live_count	suspended_
Video	TRUE	0.11915888	0.7803738	0.07943925	0.004672897	0.016355140
Food Trucks	TRUE	0.12385845	0.7745434	0.08675799	0.011415525	0.003424658
Apps	TRUE	0.05957447	0.7736801	0.15003940	0.012450749	0.004255319
Candles	TRUE	0.12820513	0.7529138	0.11421911	0.004662005	0.000000000
Web	TRUE	0.08596934	0.7502426	0.14477004	0.010867456	0.008150592
Farmer's Markets	TRUE	0.16509434	0.7405660	0.08018868	0.009433962	0.004716981
Restaurants	TRUE	0.16211422	0.7314651	0.09116708	0.010996807	0.004256829
Hip-Hop	TRUE	0.15388548	0.7303170	0.10071575	0.007924335	0.006901840
Software	TRUE	0.12171916	0.7224409	0.14140420	0.009842520	0.003937008
Mobile Games	TRUE	0.08552264	0.7210732	0.17272219	0.011738401	0.008943544

	ı
country	n
US	292627
GB	33672
CA	14756
AU	7839
DE	4171
N,0"	3797
FR	2939
IT	2878
NL	2868
ES	2276
SE	1757
MX	1752
NZ	1447
DK	1113
IE	811
CH	761
NO	708
HK	618
BE	617
AT	597
SG	555
LU	62
JP	40

currency	n
USD	295365
GBP	34132
EUR	17405
CAD	14962
AUD	7950
SEK	1788
MXN	1752
NZD	1475
DKK	1129
CHF	768
NOK	722
HKD	618
SGD	555
JPY	40

```
In [24]: by_excess_p <- (kickstarter %>% group_by(main_category,excess_p>0)) %>% summarize(by_group_excess_p=sum(excess_p/n()))
```

```
by_excess_p <- by_excess_p[seq(2,nrow(by_excess_p),2),]
by_excess_p</pre>
```

main_category	$ excess_p > 0$	by_group_excess_p
Art	TRUE	5.1131469
Comics	TRUE	10.8190684
Crafts	TRUE	9.0844371
Dance	TRUE	0.2500935
Design	TRUE	4.5595111
Fashion	TRUE	2.8380101
Film & Video	TRUE	2.9961448
Food	TRUE	2.1918508
Games	TRUE	19.5581550
Journalism	TRUE	1.2200308
Music	TRUE	15.3790834
Photography	TRUE	0.8393530
Publishing	TRUE	4.8649677
Technology	TRUE	13.2552497
Theater	TRUE	0.6508495

Art FALSE 35.07018 Art TRUE 30.34005 Comics FALSE 36.79586 Comics TRUE 31.90859 Crafts FALSE 32.39991 Crafts TRUE 29.02695 Dance FALSE 35.20699 Dance FALSE 35.80072 Design FALSE 33.35905 Fashion FALSE 33.35905 False 31.30914 FILSE Film & Video FALSE 34.92191 Food FALSE 34.92191 Food FALSE 34.00916 Games FALSE 34.00916 Games FALSE 35.26262 Journalism TRUE 32.03656 Mu	main_category	f_s	avgdays
Comics FALSE 36.79586 Comics TRUE 31.90859 Crafts FALSE 32.39991 Crafts TRUE 29.02695 Dance FALSE 35.20699 Dance TRUE 31.81480 Design FALSE 35.80072 Design FALSE 33.35905 Fashion FALSE 33.35905 Fashion FALSE 33.35905 Fashion FALSE 37.78149 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food FALSE 34.92191 Food FALSE 34.00916 Games FALSE 34.00916 Games FALSE 35.26262 Journalism FALSE 37.28632 Music FALSE 37.28632 Music FALSE 34.61413 Photography FALSE 35.47976	Art	FALSE	35.07018
Comics TRUE 31.90859 Crafts FALSE 32.39991 Crafts TRUE 29.02695 Dance FALSE 35.20699 Dance TRUE 31.81480 Design FALSE 35.80072 Design TRUE 33.46777 Fashion FALSE 33.35905 Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video FALSE 37.78149 Film & Video FALSE 34.92191 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games FALSE 35.26262 Journalism FALSE 35.26262 Journalism FALSE 37.28632 Music FALSE 37.28632 Music TRUE 32.13737 Photography FALSE 34.61413 TRUE 32.13737 FALSE <td>Art</td> <td>TRUE</td> <td>30.34005</td>	Art	TRUE	30.34005
Crafts FALSE 32.39991 Crafts TRUE 29.02695 Dance FALSE 35.20699 Dance TRUE 31.81480 Design FALSE 35.80072 Design TRUE 33.46777 Fashion FALSE 33.35905 Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food FALSE 34.00916 Games FALSE 34.00916 Games FALSE 35.26262 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 32.13737 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 </td <td>Comics</td> <td>FALSE</td> <td>36.79586</td>	Comics	FALSE	36.79586
Crafts TRUE 29.02695 Dance FALSE 35.20699 Dance TRUE 31.81480 Design FALSE 35.80072 Design TRUE 33.46777 Fashion FALSE 33.35905 Fashion FALSE 31.30914 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food FALSE 34.92191 Food FALSE 34.92191 Food FALSE 34.00916 Games FALSE 34.00916 Games FALSE 35.26262 Journalism FALSE 35.26262 Music FALSE 37.28632 Music FALSE 37.28632 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217	Comics	TRUE	31.90859
Dance FALSE 35.20699 Dance TRUE 31.81480 Design FALSE 35.80072 Design TRUE 33.46777 Fashion FALSE 33.35905 Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games FALSE 35.26262 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music FALSE 37.28632 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Crafts	FALSE	32.39991
Dance TRUE 31.81480 Design FALSE 35.80072 Design TRUE 33.46777 Fashion FALSE 33.35905 Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games FALSE 35.26262 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Crafts	TRUE	29.02695
Design FALSE 35.80072 Design TRUE 33.46777 Fashion FALSE 33.35905 Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Dance	FALSE	35.20699
Design TRUE 33.46777 Fashion FALSE 33.35905 Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Dance	TRUE	31.81480
Fashion FALSE 33.35905 Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Design	FALSE	35.80072
Fashion TRUE 31.30914 Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games FALSE 35.26262 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Design	TRUE	33.46777
Film & Video FALSE 37.78149 Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Fashion	FALSE	33.35905
Film & Video TRUE 32.31004 Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing TRUE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 TRUE 34.16211 TRUE TRUE 34.16211 TRUE TRUE 39.95661	Fashion	TRUE	31.30914
Food FALSE 34.92191 Food TRUE 31.51159 Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Film & Video	FALSE	37.78149
Food TRUE 31.51159 Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Film & Video	TRUE	32.31004
Games FALSE 34.00916 Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Food	FALSE	34.92191
Games TRUE 29.91277 Journalism FALSE 35.26262 Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Food	TRUE	31.51159
Journalism Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography FALSE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Games	FALSE	34.00916
Journalism TRUE 32.03656 Music FALSE 37.28632 Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Games	TRUE	29.91277
Music Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Journalism	FALSE	35.26262
Music TRUE 33.87759 Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Journalism	TRUE	32.03656
Photography FALSE 34.61413 Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Music	FALSE	37.28632
Photography TRUE 32.13737 Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Music	TRUE	33.87759
Publishing FALSE 35.47976 Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Photography		34.61413
Publishing TRUE 32.01220 Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Photography	TRUE	32.13737
Technology FALSE 35.78217 Technology TRUE 34.16211 Theater FALSE 39.95661	Publishing	FALSE	35.47976
Technology TRUE 34.16211 Theater FALSE 39.95661	Publishing	TRUE	32.01220
Theater FALSE 39.95661	Technology	FALSE	35.78217
	Technology	TRUE	34.16211
Theater TRUE 31.61570	Theater		
	Theater	TRUE	31.61570

category	f_s	avgdays
3D Printing	FALSE	34.43764
3D Printing	TRUE	32.50826
Academic	FALSE	35.66071
Academic	TRUE	31.76064
Accessories	FALSE	32.06549
Accessories	TRUE	30.31873

almost exclusively, average days the project is open for funding differ for successful and failed projects. Failed projects tend to stay open longer than the successful ones.

it looks like the projects owners, to fill the pledge gap, keep their project open for investment longer than their counterparts which are pledged the required amount.

```
In [27]: describe(kickstarter$backers)
```

	vars	n	mean	sd	median	trimmed	mad	min	max	range	skew
X1	1	378661	105.6175	907.185	12	28.83679	17.7912	0	219382	219382	86.76232

head((backed %>% arrange(desc(backers>(mean(kickstarter\$backers)+mad(kickstarter\$backers))

backers	main_category	n
124	Art	22
124	Comics	18
124	Crafts	2
124	Dance	5
124	Design	37
124	Fashion	13
124	Film & Video	58
124	Food	17
124	Games	34
124	Journalism	4

In [29]: # 1 mad away from mean backers distribution by sub_category
 backed <- (kickstarter %>% group_by(backers,category) %>%
 summarize(n=n()))

head((backed %>% arrange(desc(backers>(mean(kickstarter\$backers)+mad(kickstarter\$backers)

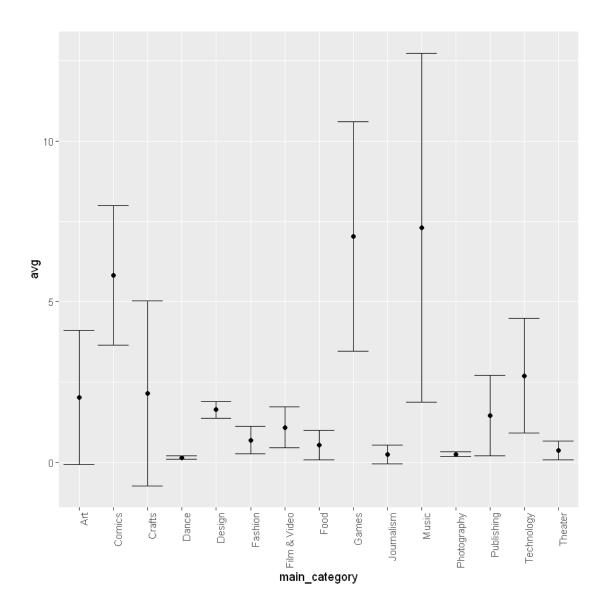
backers	category	n
124	Action	1
124	Animation	2
124	Anthologies	1
124	Apparel	4
124	Art	10
124	Art Books	7
124	Camera Equipment	1
124	Ceramics	1
124	Children's Books	10
124	Childrenswear	2

by looking backers distribution and its 1 mad (median absolute deviation) from mean, i can say that art, dance, design, books are leading projects.

this is no suprise since their main and sub categories are found to be providing higher than average excess funding.

higher than average excess funding requires higher than average number of backers, and this proves it.

4 VISUALIZATION

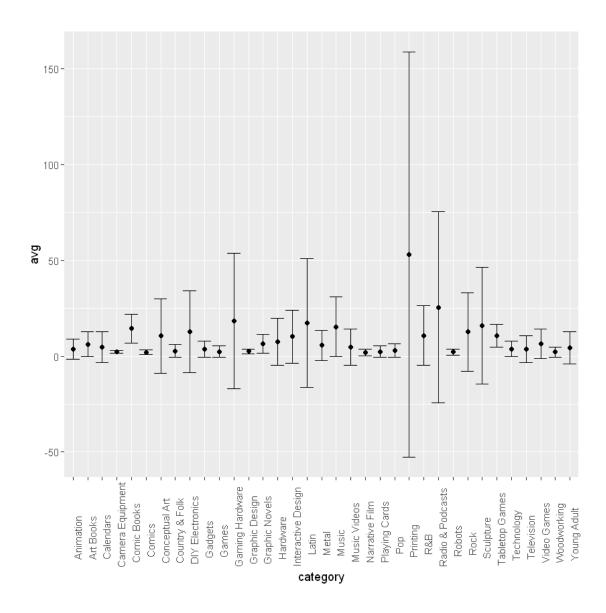


games, music, and technology, and comics main categories seem to be the ones with the highest excess funding.

excess funding refers to the funds donated more than the project requires.

for example, if you launch a gaming category kickstarter project, funds being donated, on average, across many projects, is likely to be 20 times more than asked for.

```
category
                  excess_p > 0 by_group_excess_p2
                               252.39184
         Printing
                  TRUE
                  TRUE
Gaming Hardware
                               76.16636
           Latin
                  TRUE
                               65.79265
 Radio & Podcasts
                  TRUE
                               63.16044
Interactive Design
                  TRUE
                               51.87512
                  TRUE
                               46.96202
            R&B
```



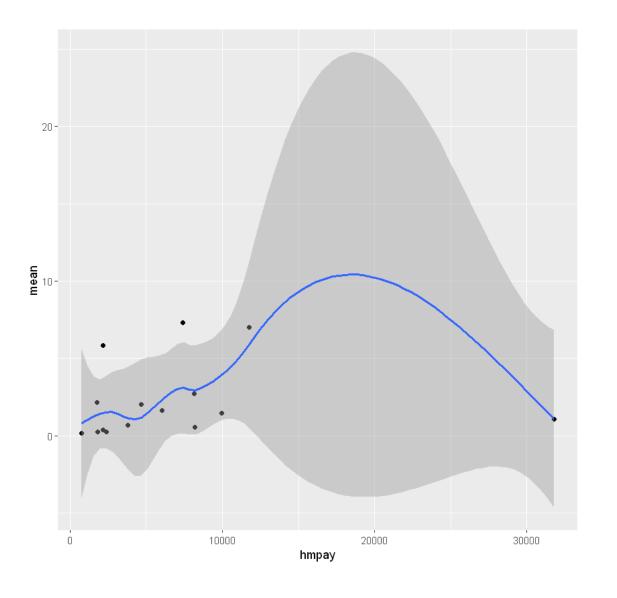
in sub-category, i see that printing, gaming, latin, design, and music leads the way in excess funding.

i am assuming that this list includes printing due to high demand for 3D printing material and its vast applicability from bio-tech and arms industry.

https://www.researchnester.com/reports/us-3d-printing-market-analysis-opportunity-outlook-2024/88

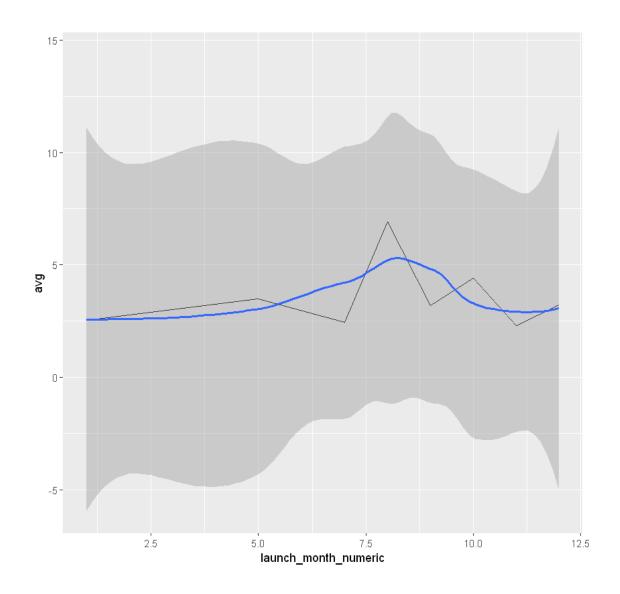
another interesting excess funding here is from radio&podcasts. I looked it up and most of them require small amounts. That may be the reason why it's one of the highly excessly funded project topics

`geom_smooth()` using method = 'loess' and formula 'y ~ x'



```
filter(avg > 2) %>%
mutate(reorder(launch_month_numeric, avg)) %>%
ggplot(aes(x = launch_month_numeric, y = avg, ymin = avg - 2*se, ymax = avg +
geom_line() +
geom_smooth() +
ggtitle("")
```

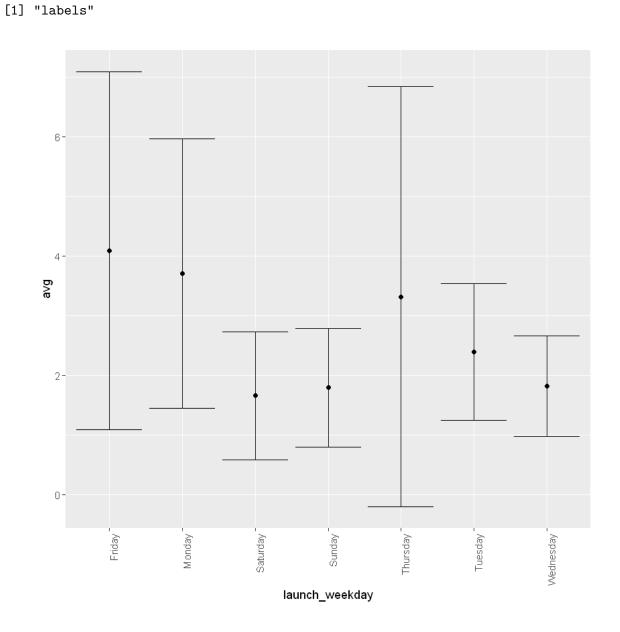
 $\ensuremath{\text{`geom_smooth()`}}\ using method = 'loess' and formula 'y ~ x'$



it looks like there is a little bump in funding in august and september.

```
filter(avg > 0) %>%
    mutate(reorder(launch_weekday, avg)) %>%
    ggplot(aes(x = launch_weekday, y = avg, ymin = avg - 2*se, ymax = avg + 2*se)
    geom_point() +
    geom_errorbar() +
    theme(axis.text.x = element_text(angle = 90, hjust = 1))
    ggtitle("")

$title
[1] ""
attr(,"class")
```



friday, monday, and thurday looks like the day with the highest excess funding return

of course, these day and months with high observed returns are based on launch timestamp. There is going to be a lag between the launch and when it gets noticed by the investors

5 WORDCLOUD

1. 'the songs adelaide abullah' 2. 'greeting from earth zgac arts capsule for' 3. 'where hank' 4. 'toshicapital rekordz needs help complete album' 5. 'community film the art neighborhood film-making' 6. 'monarch espresso bar'

'c("i", "me", "my", "myself", "we", "our", "ours, "ourselves", "you", "your", "yours, "yourself", "yourselves", "he", "him", "his", "himself", "she", "her", "hers, "herself", "it", "its, "itself", "they", "them", "their", "theirs", "themselves", "what", "which", "who", "whom", "this", "that", "these", "those", "am", "is", "are", "was", "were", "be", "been", "being", "have", "has", "had", "having", "do", "does", "did", "doing", "would", "should", "could", "ought", "i\'m", "you\'re", "he\'s", "she\'s", \n"it\'s", "we\'re", "they\'re", "i\'ve", "you\'ve", "we\'ve", "they\'ve", "i\'d", "you\'d", "he\'d", "she\'d", "we\'d", "i\'ll", "you\'ll", "he\'ll", "she\'ll", "we\'ll", "they\'ll", "isn\'t", "haven\'t", "haven\'t", "hadn\'t", "doesn\'t", "don\'t", "don\'t", "don\'t", "cannot", "couldn\'t", "mustn\'t", "let\'s", "that\'s", "who\'s", "what\'s", "here\'s", "there\'s", "where\'s", "wher

```
"why\'s", "how\'s", "a", "an", "the", "and", "but", "if", "or", \n"because", "as", "until", "while", "of",
"at", "by", "for", "with", "about", "against", "between", "into", "through", "during", "before", "af-
ter", "above", "below", "to", "from", "up", "down", "in", "out", "on", "off", "over", "under", "again",
"further", "then", "once", "here", "there", "when", "where", "why", "how", "all", "any", "both", "each",
"few", "more", "most", "other", "some", "such", "no", "nor", "not", "only", "own", "same", "so", "than",
"too", "very")'
In [40]: names_of_projects_tm <- VCorpus(VectorSource(names_of_projects))</pre>
          names_of_projects_tm <- tm_map(names_of_projects_tm,removeWords,stop_words_for_remova)</pre>
          names_of_projects_tm <- tm_map(names_of_projects_tm,stripWhitespace)</pre>
          names_of_projects_tm <- tm_map(names_of_projects_tm,removePunctuation)</pre>
          inspect(names_of_projects_tm[[10]])
<<PlainTextDocument>>
Metadata: 7
Content: chars: 35
studio sky documentary feature film
In [41]: NGramTokenizer <- function(x) {</pre>
            unlist(lapply(ngrams(words(x), GRAMS), paste, collapse = " "),
            use.names = FALSE)
In [42]: GRAMS <- 1
          NGramTokenizer(names_of_projects_tm[[1]])
   1. 'songs' 2. 'adelaide' 3. 'abullah'
In [43]: GRAMS <- 2
          NGramTokenizer(names_of_projects_tm[[1]])
   1. 'songs adelaide' 2. 'adelaide abullah'
In [44]: GRAMS <- 1</pre>
          names_of_projects_dtm_1 <- DocumentTermMatrix(names_of_projects_tm,control = list(token))</pre>
          names_of_projects_dtm_1 <- removeSparseTerms(names_of_projects_dtm_1,0.99)</pre>
In [45]: head(names_of_projects_dtm_1$dimnames$Terms)
          tail(names_of_projects_dtm_1$dimnames$Terms)
   1. 'album' 2. 'art' 3. 'book' 4. 'debut' 5. 'documentary' 6. 'film'
   1. 'new' 2. 'one' 3. 'series' 4. 'short' 5. 'video' 6. 'world'
In [46]: GRAMS <- 2
          names_of_projects_dtm_2 <- DocumentTermMatrix(names_of_projects_tm,control = list(tok)</pre>
          names_of_projects_dtm_2 <- removeSparseTerms(names_of_projects_dtm_2,0.997)</pre>
In [47]: head(names_of_projects_dtm_2$dimnames$Terms)
          tail(names_of_projects_dtm_2$dimnames$Terms)
```

- 1. 'card game' 2. 'debut album' 3. 'feature film' 4. 'full length' 5. 'music video' 6. 'new album'
- 1. 'feature film' 2. 'full length' 3. 'music video' 4. 'new album' 5. 'playing cards' 6. 'short film'

album 14239 new 13971 film 11762 book 10048 game 9261 art 8329 music 7685 first 6691 help 6590 world 6553

short film 4103 debut album 2641 new album 2412 music video 1892 card game 1748 feature film 1634 playing cards 1584 full length 1452 9 <NA> 10 <NA>





it's not a coincidence to observe the words "album" and "film" in the wordcloud, since the most successful categories (see above) are including music, theatre, and dance. It looks like these categories along with the word "album" in their title are becoming more successful in kickstarter platform.

```
word sentiment

2-faced negative
2-faces negative
a+ positive
abnormal negative
abolish negative
abominable negative
```

```
positive negative 2006 4782
```

id	freq	word			
4	1	album			
4	1	help			
5	1	art			
5	1	film			
10	1	documentary			
10	1	film			
1. 130408 2. 3					

1.3958 2.5

word	sentiment	id	freq	n
love	positive	63	1	1
love	positive	69	1	1
love	positive	121	1	1
love	positive	139	1	2
love	positive	318	1	1
love	positive	344	1	2

In [55]: count_sentiment_by_id <- matrix(NA,length(kickstarter\$name),length(unique(bing\$sentiment_by_id) <- unique(bing\$sentiment)</pre>

```
for(i in 1:nrow(count_sentiment_by_id)){
              stp <- by_id_sentiment_bing.unique[by_id_sentiment_bing.unique$id == i,]</pre>
              sub_mat <- matrix(0,1,ncol(count_sentiment_by_id))</pre>
              colnames(sub_mat) <- colnames(count_sentiment_by_id)</pre>
           for(j in 1:nrow(stp)){
              sub_mat[1,(stp$sentiment[j-i])] <- sub_mat[1,(stp$sentiment[j-i])] + stp$freq[j]</pre>
           count_sentiment_by_id[i,] <- sub_mat[1,]</pre>
         }
         count_sentiment_by_id<- as.data.frame(count_sentiment_by_id)</pre>
         head(count_sentiment_by_id)
         length(count_sentiment_by_id$negative)
         c(negative=sum(count_sentiment_by_id$negative),positive=sum(count_sentiment_by_id$pos
    negative
              positive
              0
           0
              0
           0
              0
           0
              0
           0
              0
   378661
   negative
                                0 positive
                                                               4082
In [56]: n <- length(kickstarter$name)</pre>
         sentiment_hat <- rbinom(n, 1, 0.70) # 1 for positive, 0 for negative
         sentiment_hat <- as.data.frame(sentiment_hat)</pre>
         head(sentiment_hat)
         dim(sentiment_hat)
         sum(sentiment_hat$sentiment_hat)
    sentiment_hat
                1
                1
                1
                1
                1
   1.3786612.1
   265032
In [57]: classification_bing <- ifelse(count_sentiment_by_id$positive > count_sentiment_by_id$;
         confusion_matrix_bing <- table(sentiment_hat$sentiment_hat,classification_bing)</pre>
```

confusion_matrix_bing

```
accuracy <- sum(diag(confusion_matrix_bing))/sum(confusion_matrix_bing)
        print('--Overall Accuracy--')
        accuracy
  classification_bing
               1
  0 112470
            1159
  1 262233
            2799
[1] "--Overall Accuracy--"
  0.304412125885687
  WILL PROJECT FAIL OR NOT?
In [58]: kickstarter2 <- (kickstarter[,c("state_numeric", "category_numeric", "main_category_num</pre>
                                        "backers", "totaldays", "launch_month_numeric", "launch_
In [59]: # for logistic regression, make it fail=0, success=1
        # there is 6 states, 4th is success, convert 4 to 1,
        # convert all the other numbers into O.
        kickstarter2$state_numeric[kickstarter2$state_numeric==1] <- 0
        kickstarter2$state_numeric[kickstarter2$state_numeric==2] <- 0
        kickstarter2$state_numeric[kickstarter2$state_numeric==3] <- 0</pre>
        kickstarter2$state_numeric[kickstarter2$state_numeric==4] <- 1
        kickstarter2$state_numeric[kickstarter2$state_numeric==5] <- 0</pre>
        kickstarter2$state_numeric[kickstarter2$state_numeric==6] <- 0</pre>
In [60]: head(kickstarter2,1)
   state_numeric | category_numeric main_category_numeric backers totaldays launch_month_nume
                                                                59
In [61]: str(kickstarter2)
'data.frame':
                    378661 obs. of 7 variables:
                       : num 0000011000...
$ state_numeric
 $ category_numeric : num 109 94 94 91 56 124 59 42 114 40 ...
 $ main_category_numeric : num    13 7 7 11 7 8 8 8 5 7 ...
$ backers
                       : int 0 15 3 1 14 224 16 40 58 43 ...
$ totaldays
                        : num 59 60 45 30 56 35 20 45 35 30 ...
 $ launch_weekday_numeric: num 6 3 3 3 1 2 2 5 1 ...
```

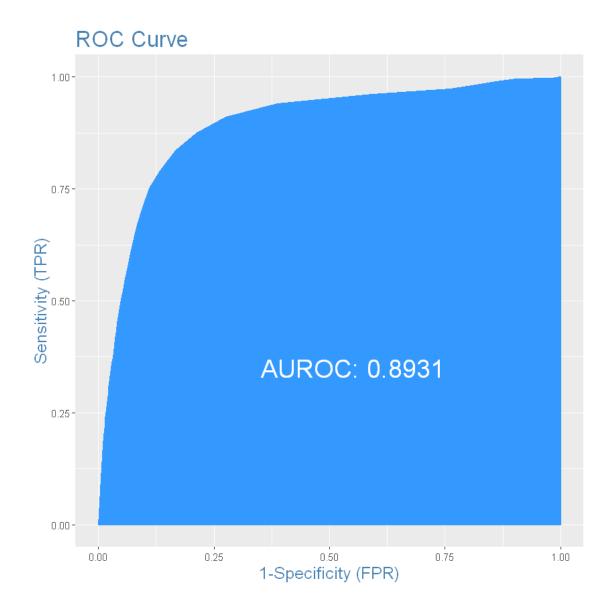
##Overall Accuracy of Bing Lexicon vs sentiment_hat

```
In [62]: set.seed(1)
        test_index <- createDataPartition(y = kickstarter2$state_numeric, times = 1, p = 0.1,</pre>
        train <- kickstarter2[-test_index,]</pre>
        test <- kickstarter2[test_index,]</pre>
In [63]: # LOGISTIC REGRESSION
         # http://r-statistics.co/Logistic-Regression-With-R.html
        logitpredtrain <- glm(state_numeric~category_numeric+backers+totaldays+launch_month_n
                               train, family=binomial(link="logit"))
Warning message:
"glm.fit: fitted probabilities numerically 0 or 1 occurred"
In [64]: predicted <- predict(logitpredtrain, test, type="response")</pre>
In [65]: summary(logitpredtrain)
Call:
glm(formula = state_numeric ~ category_numeric + backers + totaldays +
    launch_month numeric + launch_weekday_numeric, family = binomial(link = "logit"),
    data = train)
Deviance Residuals:
   Min
              1Q
                  Median
                                3Q
                                        Max
-8.4904 -0.7053 -0.6244 0.7053
                                     2.3985
Coefficients:
                        Estimate Std. Error z value Pr(>|z|)
                      -4.508e-01 1.885e-02 -23.918 < 2e-16 ***
(Intercept)
category_numeric
                      -9.012e-04 9.445e-05 -9.543 < 2e-16 ***
backers
                       1.937e-02 9.701e-05 199.706 < 2e-16 ***
                      -2.410e-02 3.643e-04 -66.147 < 2e-16 ***
totaldays
launch month numeric -2.042e-02 1.276e-03 -15.999 < 2e-16 ***
launch_weekday_numeric -5.409e-03 1.965e-03 -2.753 0.00591 **
Signif. codes: 0 '*** 0.001 '** 0.01 '* 0.05 '.' 0.1 ' 1
(Dispersion parameter for binomial family taken to be 1)
    Null deviance: 442783 on 340793 degrees of freedom
Residual deviance: 330781 on 340788 degrees of freedom
AIC: 330793
Number of Fisher Scoring iterations: 10
```

```
330792.877621601
  330857.31182241
In [67]: # check for multicollinearity
         vif(logitpredtrain)
  category\_numeric 1.00200663005289 backers 1.00611589899617 totaldays 1.00326392920343
launch\_month\_numeric 1.00113798547846 launch\_weekday\_numeric 1.00057758786645
In [68]: optCutOff <- optimalCutoff(test$state_numeric, predicted)[1]</pre>
         misClassError(test$state_numeric, predicted, threshold = optCutOff)
         # The lower the misclassification error, the better is your model
  0.1592
In [69]: plotROC(test$state_numeric, predicted)
         #Receiver Operating Characteristics Curve traces the percentage of true positives acc
         #predicted by a given logit model as the prediction probability cutoff is lowered from
         #For a good model, as the cutoff is lowered,
         #it should mark more of actual 1s as positives and lesser of actual 0s as 1s.
         #So for a good model, the curve should rise steeply,
         #indicating that the TPR (Y-Axis) increases faster than the FPR (X-Axis) as the cutof
         #Greater the area under the ROC curve, better the predictive ability of the model.
```

In [66]: AIC(logitpredtrain)

BIC(logitpredtrain)



In [70]: Concordance(test\$state_numeric, predicted)
 # the higher the concordance, the better is the quality of model

\$Concordance 0.894044539713294

\$Discordance 0.105955460286706

\$Tied -4.16333634234434e-17

\$Pairs 328496322

```
# specificity is the percentage of Os (actuals) correctly predicted
         # Specificity can also be calculated as 1False Positive Rate.
   0.752414920493387
   0.889507968372322
In [72]: confusMat <- confusionMatrix(test$state_numeric, predicted, threshold = optCutOff)</pre>
         confusMat
       21712
              3332
       2697
In [73]: accuracy <- sum(diag(as.matrix(confusMat)))/sum(confusMat)</pre>
         print('--Overall Accuracy--')
         accuracy
[1] "--Overall Accuracy--"
   0.840784852246019
In [74]: # RANDOMFOREST
In [75]: pred_randomforest <- randomForest(state_numeric~category_numeric+backers+totaldays+la
                                data=train,
                                importance=TRUE,
                                ntree=5)
Warning message in randomForest.default(m, y, ...):
"The response has five or fewer unique values. Are you sure you want to do regression?"
In [76]: predicted_randomforest <- predict(pred_randomforest, test)</pre>
In [77]: confusMat_rs <- confusionMatrix(test$state_numeric, predicted_randomforest)</pre>
         confusMat rs
       21060 2172
    1 | 3349
In [78]: accuracy <- sum(diag(as.matrix(confusMat_rs)))/sum(confusMat_rs)</pre>
         print('--Overall Accuracy--')
         accuracy
[1] "--Overall Accuracy--"
```

0.854200227110677

7 CONCLUSION

I, first, explored the data and created variables that I thought could be useful. Then, I created some visualizations to better grasp the intuition of the dataset. In addition, I created a word-cloud for the project titles whether there is a common theme. And lastly, I tried to predict the success / fail likelihood of a project.

I am using logistic model here by using the variables that I believe to be correcting whether the project will go through. First, I converted successful attempts in the kickstarter dataset to 1, and all the others to 0. Then, I set my equation with the independent variables that I found, in this case, to better predict. These variables do not carry multicollinearity and all statistically significant. Therefore, I can move on with them. Of course, this is a preliminary result but to give an idea of what can be done, this is a good approach.

Although the model I created is far from perfect, I can predict whether the project will be successful at 84% of the time by using logistic regression.

I also tried randomforest, which improves the prediction accuracy just a bit. It's stable at 85.4%.

This prediction can be extended predicting a project from wordcloud base. By working with only the titles, no description, 30% accuracy can be obtained. I assume that including a detailed description of each project and breaking it down to wordcloud analysis, this accuracy can be improved.

In []: