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Launch Hard or Go Home!

Predicting the Success of Kickstarter Campaigns

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What is Kickstarter?

- Crowdfunding website
- Raise money to launch creative projects
- Each campaign has:
 - a funding goal
 - a campaign duration
- All-or-nothing funding model

A Success Story

- Since its launch in 2009:
 - 50,000 projects successfully funded
 - 44% success rate
 - \$811,000,000 raised
 - 4,900,000 backers

Our Dataset

- Discover campaigns on the "Recently Launched" page
- Regularly get their status: number of backers, amount of money pledged
- Monitor Twitter in parallel for all tweets containing keyword kickstarter

Our Dataset

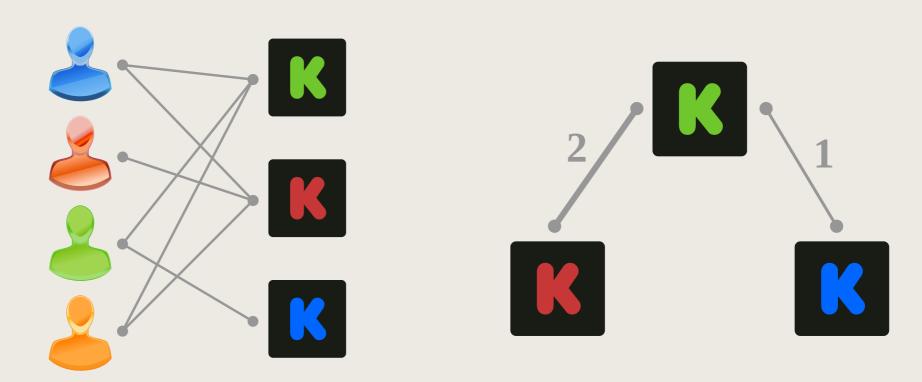
- From September 2012 to May 2013:
 - 16,042 campaigns
 - 48.24% of successful campaigns
 - 1,309,295 backers
 - \$158,026,656 pledged
 - 737,398 "kickstarter" tweets

Our Predictors

- Baseline: campaigns' static attributes [1]
- Two sources of information:
 - Money: kNN, Markov
 - Social: tweets, project/backer graph

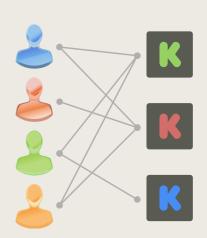
Graph Predictor

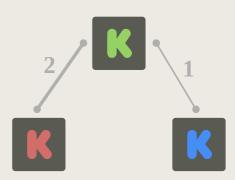
- Can we use backers as source of information?
- Consider the project/backer graph:



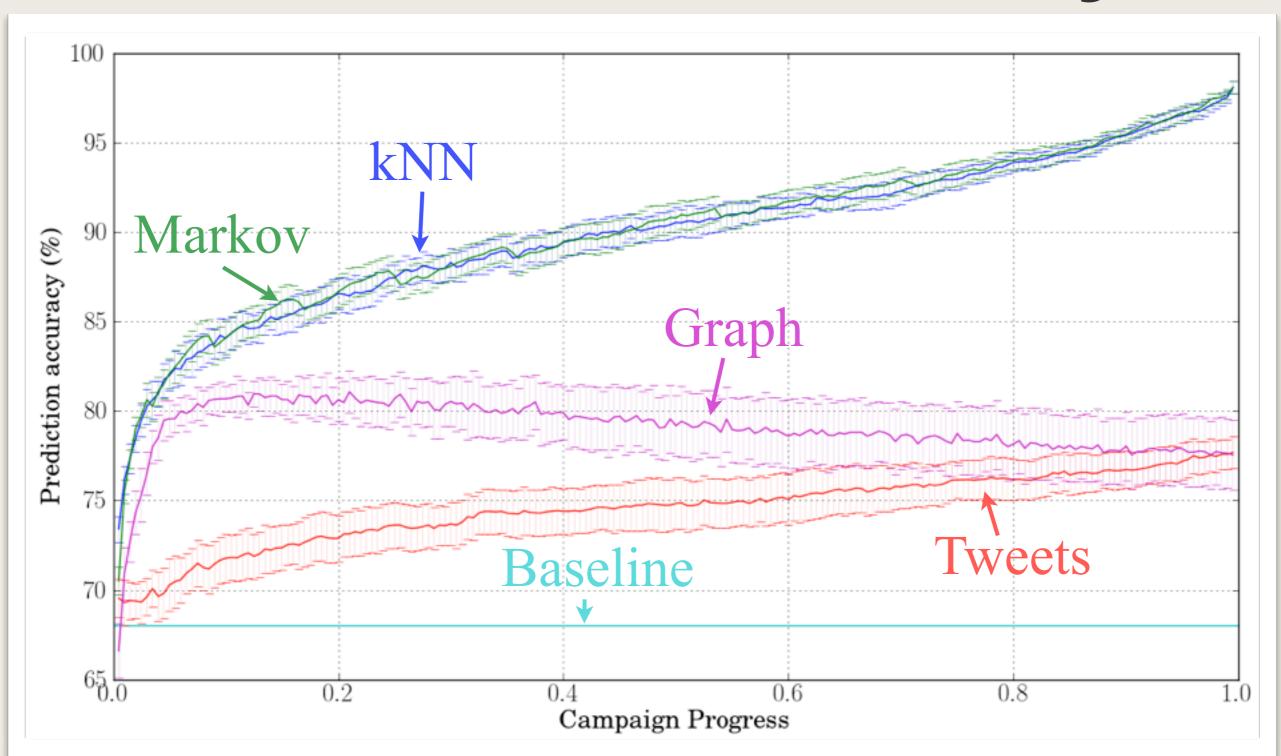
Graph Predictor

- Extract several features:
 - # of backers
 - #/prop. of first-time backers
 - # projects with co-backers
 - #/prop. of these that are successful
- Train a Support Vector Machine





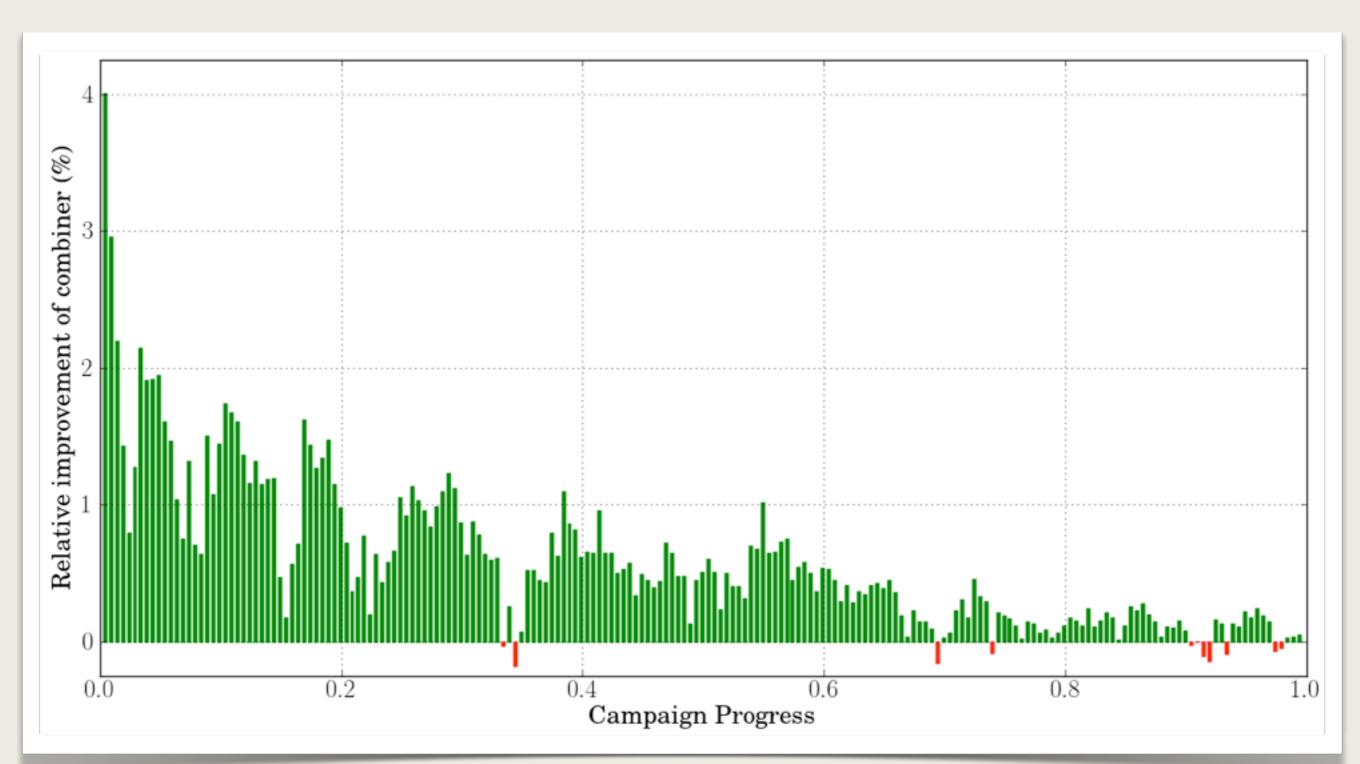
Prediction Accuracy



Combined Predictor

- Money-based results are quite good
- Can we use social predictors to help?
- Train a SVM to combine individual predictions

Combiner Results



Conclusion

- Combiner improves early predictions
- There is potential in social predictors
- Future work:
 - Improve graph predictor
 - Take dynamics on Twitter and project/backer graph into account

Thank you!

Data and real-time predictions on http://sidekick.epfl.ch

