## Pedaling Hard for Funding—Riding a Successful Kickstarter Campaign



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#bikenomics // #crowdfunding

### What We'll Cover

- What is crowdfunding & who backs projects?
- WA Bikes successful Kickstarter campaign
- What kinds of projects can succeed?
- Is this a fit for you?
- Social media: Do this first
- Reward structure & fulfillment headaches
- Brand new platform to consider: Crowdswell

What Is Crowdfunding & Who Backs Projects?

# Crowdfunding: You Work Hard for the Money

In the modern era of crowdfunding, micro startups, and indie think tanks, good ideas are no longer a rare commodity – they are an expectation. –CrowdLifted.com



### A Few Platforms to Check Out







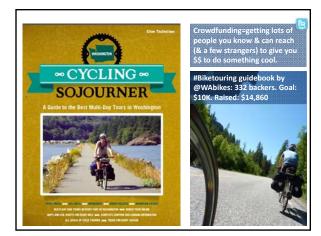
CTOWDOWELL Power to the people.

## **Kickstarter Backer Demographics**

- Young, male, educated, willing to spend
- Gender: 76% male; overall Web 49% male/51% female
- Age: 47% = 18-34, another 32% aged 35-54
- Education: 48% college or above
- Income: 52% \$0-\$50K, another 30% make up to \$100K



## A Successful Campaign: Cycling Sojourner WA



What Types of Projects Succeed?

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No.	Comm Storie 9 Year York, NY  108% \$4,021 97 19  tunned peopled Sealers, days to ge	Photography Publancy Technology Thelder
Seattle, WA carge		HORDE

## **Kickstarter Category Choices**

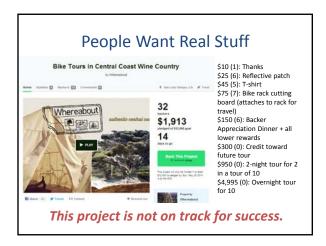
- Art
- Comics
- Dance
- Design
- Fashion
- Film & Video
- Food

- Games
- Music
- Photography
- Publishing
- Technology
- Theater

## **Top Project Categories**

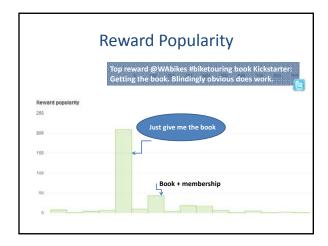
- 1) Film & Video: >30,000 campaigns, <40% success rate.
- 2) Music: >25,000 campaigns, 55% success. Most likely to succeed campaign among the most popular categories
- 3) Publishing: 14,000 campaigns, 32% success
- 4) Art: >10,000 campaigns, 48% success. 2<sup>nd</sup> most likely to succeed among top categories
- 5) Games: >7,000 campaigns, 35% success. Highest funded category; >\$160M raised.
- 6) Design: ~5,000 campaigns, <40% success rate. \$102M raised—2<sup>nd</sup> highest after games.

#### Kickstarter # Tags • Arctic Library • Bikes Maps • Burning Man Museums • Cats • Open source • Civic • Science • Cthulhu • Zombies **Indiegogo Category Choices** • Animals Health Art Music PhotographyPolitics Comics Community Dance • Religion • Small Business Design Education Sports Technology Environment Fashion • Theater • Transmedia Film • Video/Web Gaming Writing Don't Get Greedy • Majority of successful Kickstarter campaigns ask for \$10K or less - Bigger goals feel less attainable to backers; they want to back winners - Majority of funds raised will come from smalldollar backers; how many would you need to reach your goal if that's all you got? • You can always add a stretch goal if you hit the mark early









### How Do You Know You're on Track?

- Projects most likely to reach their goal if:
  - Reach 30% of the funding target by day 10
  - Reach 50% by the halfway mark of the campaign



Is Crowdfunding a Good Fit?

#### Who's the Creator, What's the Brand?

- Be honest about who you are—not for the stodgy at heart
- Chance to connect with a demographic you may not have strong link to and thus expand your brand identity
- Partner to acquire cool factor if you don't have it yourself

If your demographic doesn't match Kickstarter's, can a project help you connect w/them? @WAbikes #biketouring book

### What's the Project?

- "Everything on Kickstarter must be a project. A
  project is something with a clear end, like making
  an album, a film, or a new game. A project will
  eventually be completed, and something will be
  produced as a result."
- Off-limits: NO alcohol, tobacco, drugs, regulated products as rewards; self-help materials; Web/ecommerce, & more. READ THIS LIST FIRST.
- Hardware/software projects: Additional requirements





### Social Media: DO THIS FIRST

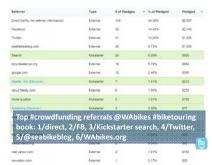
"Kickstarter is the *last* step, not the first one." Seth Godin, author of *Unleashing the Idea* Virus & other books, who hit his \$40K goal for *The Icarus Project* in 3 hours and raised a total of \$287,342 w/4,242 backers

#### Some of the Success Factors

- Facebook Friends of Founders: For \$10K campaign
  - 10 Facebook friends = 9% chance of success
  - 100 friends = 20% chance
  - -1,000 friends = 40% chance
- Get featured on Kickstarter: Featured = 89% chance of being successful, compared to 30% without
- Have a video: With video = 37% chance of success, compared to 15% without
- Set your campaign for 30 days: 35% chance of success, compared with 29% for 60-day campaign

More FB friends=greater success #crowdfunding campaign. Get friendly! @WAbikes #biketouring book

## Top Referral Sources for Us



1: Direct traffic: OUR HARD WORK (129)

2: Facebook (50) 3: Kickstarter Search, various options (43)

options (43) 4: Twitter (31) 5: Seattle Bike

Blog (26) 6: Our own Web site (19) 7: Google search (10)

## Social Media Work LONG Before Kickstarter//1

- Twitter:
  - Targeted following & tweet content focused on a new strategic direction for us
  - Followed by geography: city account, destination marketing organization, Chamber of Commerce, local media, individuals who tweet our topic
  - Increased direct @ message interaction & content frequency/value led to increased retweets by our followers
  - Hashtag use, e.g., #biketravel #biketouring
  - Chat participation

## Social Media Work LONG Before Kickstarter//2

- Facebook:
  - Staff asked our personal FB friends to become fans of
  - Likes & interaction on relevant pages to be visible to their fans
  - Posted regularly (but not TOO often)
- LinkedIn:
  - As an individual, active in relevant groups

BOTTOM LINE: Build relationship & trust before you need it. **Put some social capital in the bank—it earns interest.** 

#### Our Communications: Media & Blogs

- Traditional media: News release on launch to media in state
- Blogs: WA bike blogs, women's bike blogs
  - What niche media will be interested?
  - Compile lists
  - Connect with them via Twitter & other means before the campaign
- News release included prewritten tweets w/link



#### Our Communications: Web & Blog

- Highlight page on the book created on site
  - This becomes your ongoing point of entry after Kickstarter campaign ends – not a throwaway
- Blog post at launch and selected benchmarks
- Home page feature
- Links to Kickstarter & posts on other posts as they went up
- Comments on relevant blogs/sites as we had time with link (you don't have to wait for them to cover you)

#### Our Communications: Social Media

- Twitter:
  - Regular repetition of general messages
  - Geo-targeted @ messages with request to retweet
  - Targeted blog writers, niche media, our active followers
  - RT anyone who mentioned it
- Facebook: Regular updates
- LinkedIn: Updates in selected relevant groups
- Use all your accounts: YouTube, Instagram, Pinterest

#### Our Communications: Email

- Email to all members
- Sample email to staff, board, key volunteers with request to send to friends
- Email signature block: Brief blurb with link used by all staff
- Kickstarter updates: Ask your backers to help, give them news to share


#### Our Communications: Other

- Print flyer with QR code & simple bit.ly link at all events & posted in our storefront window
- Tell people in real life!

## **Reward Structure & Fulfillment Headaches**

#Crowdfunding: Keep it simple to avoid (some of the) fulfillment headaches. Advice from @Wabikes #biketouring book

## **Cycling Sojourner Results**



\$5 (1): Thanks \$15 (4): Coffee mug \$20 (6): Set of 8 notecards (ADDED for stretch goal) \$25 (205): The book \$35 (0): "Just because" WA Bikes membership, no book

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\$45 (9): 2 copies of book
\$50 (43): 80 ok + membership
\$70 (3): 2 copies book + membership
\$70 (3): 2 copies book + membership
\$75 (13): "diox" WA?"; copy of book + blike maps
from around WA
\$75 (18): "disk NV": WA & OR books
\$100 (6): 80ok, T-shirt & membership
\$151 (11): 80ok, mug. coffee, membership
\$152 (11): 80ok, interpretive dance video by author
with blike
\$250 (21): 80ok interpretive dance video by author
with blike

with DIKE \$250 (2): Book, jersey, mug, membership \$500 (1): Book, original sketch of your bike \$750, \$1,000, \$3,000, \$5,000, \$10,000: ZERO backers

#### If I Had It to Do Over

- Longer timeline to ramp up other funding sources
- Plan fulfillment with the staff who will actually handle it before ever starting
- Fewer levels
- No two rewards at same \$\$ amount
- Less worry about defining high-dollar rewards
- Less worry about clever copy (but still some)
- Send backer survey the second the campaign ends
- Definitely do the backer party, which we did

New Platform: Crowdswell

CTOWDOWELL Power to the people.

#### **Final Advice**

- Look at what succeeds there, see if you fit
- Get your social media rolling and ramp it up
- Build your contact lists of all kinds, including email
- Have a PROJECT plan including financials and a CAMPAIGN plan for promoting it
- Partner to pick up expertise and/or right vibe
- Keep your structure simple so you survive

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