

KICKSTARTER ♥S THE PUBLIC DOMAIN

Valuing the Public Domain (ESRC ES/K008137/1) is a knowledge exchange partnership with CREATE, University of Glasgow and the UK Intellectual Property Office. This poster presents findings from a computer-assisted content analysis of 1681 individual Kickstarter media projects from 1st January – 31st March 2014. Project researchers: **Kris Erickson, Fabian Homberg & Martin Kretschmer**



Kickstarter attracted £67.5 million in pledges in Q1 2014. In our sample of 1681 projects attracting £6.5 million total, £3.1 million or 47.7% was pledged to projects that contained public domain materials.

Number of projects: in our sample (Q1, 2014) UK creators accounted for 13% (215) of all projects. Within the UK the share of projects re-using public domain materials was 38%.



The most frequent re-use of PD materials was in the comics category (18%) followed by theatre (14%). Video games made less use of out-of-copyright PD.

Projects that re-used public domain materials had a 2.3 times higher likelihood of success. They attracted on average 32.6% more funding per project and 120 more backers.



Copyright Status of 1681 Media Projects:

