

Kickstarter For The Independent Creator Second Edition A Practical And Informative Guide To Crowdfunding

WARNING: DO NOT LAUNCH YOUR CROWD-FUNDING PROJECT BEFORE READING THIS BOOK FACT: Over 65% of crowd funding projects fail. Why? Top 5 Reasons For Failure: 1) Campaign Missing Key Elements 2) Launched Before Gathering Your Tribe 3) Expected That if You Build It, They Will Come 4) Poor Advertising/Social Media Strategy 5) Lack of Partners Hacking Kickstarter, Indiegogo (or any other crowd-funding site) How to Raise Big Bucks in 30 Days walks you step by step into the process of creating, launching and wrapping your crowd funding (crowdfunding) project. Learn: - How Curated Communities Can Give You Added Exposure - How to Get Featured in Kickstarter and Indiegogo's Newsletters (solid gold) - How to Grab Funders Attention the Moment They Land on Your Page - How to Generate Traffic to Your Project - How to Easily Find and Target Bloggers and Journalist Who Want to Publicize Your Project - How to Relaunch a Failed Campaign - Websites to Post Your Projects to For Added Exposure - Comprehensive List of Popular and Niche Crowd Funding Sites - and Much More! Tried and true tactics, tips and secrets that work. SCROLL UP AND GRAB A COPY OF THIS BOOK NOW and you'll be able to enhance your project's success rate tenfold! Keywords: crowdfunding, crowd funding, kickstarter, indiegogo, gofundme, equity funding, crowdfundingcampaign, raise money, free - freebie ebook included at end of book

"Anthony Metivier is a Warrior of the Mind." - Tony Buzan If you've ever wanted to be more creative and "tune out" with positive purpose, this is the book for you. From Anthony Metivier, creator of the Magnetic Memory Method, comes THE CREATIVITY KICKSTARTER. You'll be amazed by the results you get from spending just a little time each week connecting your hand with your eyes and mind by using the power of color.

All you need to know about directing an independent film. James Simpson has over thirty films experience, with films starring actors including Al Pacino, Robert DeNiro, Charlize Theron to name a few. This book details useful tips in directing a film, whether this is your first film or you are an experienced director. Techniques for getting the most from your actors and crew and avoiding the pitfalls that can give you avoidable problems. It covers all the stages and includes a breakdown of the film festivals and contact details. A must for any film maker. Everything you need to know from concept to screening.

Having successfully funded two Kickstarters for her comic Boston Metaphysical Society, writer/creator, Madeleine Holly-Rosing shares her very specific and practical strategies for running a successful crowdfunding campaign with a goal of under 10K. Having taught this as a class at Pulp Fiction Books and Comics in Culver City, the book is designed for individual creators who cannot afford to hire a team or a PR person. The book covers social media, public relations, preparing your email list, interviews/podcasts, reaching out at Comic Cons and other events, crunching those numbers, avoiding postage pitfalls as well as developing your Kickstarter homepage, pre-launch strategy, campaign strategy and fulfillment.

THE FINANCIAL TIMES BOOK OF THE MONTH Over the past quarter century, Seth Godin has taught and inspired millions of entrepreneurs, marketers, leaders, and fans from all walks of life, via his blog, online courses, lectures, and bestselling books. He is the inventor of countless ideas and phrases that have made their way into mainstream business language, from Permission Marketing to Purple Cow to Tribes to The Dip. Now, for the first time, Godin offers the core of his marketing wisdom in one accessible, timeless package. At the heart of his approach is a big idea: Great marketers don't use consumers to solve their company's problem; they use marketing to solve other people's problems. They don't just make noise; they make the world better. Truly powerful marketing is grounded in empathy, generosity, and emotional labour. This book teaches you how to identify your smallest viable audience; draw

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on the right signals and signs to position your offering; build trust and permission with your target market; speak to the narratives your audience tells themselves about status, affiliation, and dominance; spot opportunities to create and release tension; and give people the tools to achieve their goals. It's time for marketers to stop lying, spamming, and feeling guilty about their work. It's time to stop confusing social media metrics with true connections. It's time to stop wasting money on stolen attention that won't pay off in the long run. This is Marketing offers a better approach that will still apply for decades to come, no matter how the tactics of marketing continue to evolve.

Exploring the infinite universe of Independent Comics! ICC Magazine Issue #3 spotlights the amazing work of Christie Shinn, how to create comics in CGI, some stellar Artist Spotlights, and Brian Silveira pitches his surreal graphic novel series BUN! Plus comic reviews, and tips and advice for Independent Comic Publishers! Terance Baker, Bill McCormick, Pam Harrison, Winston Jordan Standard Comic Full Color Page Count: 56 ICC Magazine showcases the best and brightest stars in Independent Comics and offers tips and advice for upcoming artists from the pros. If you thought there were no inspirational material or resources for Independent Comic artists, let ICC Magazine be your guide! Independent Creators Connection is your creative nexus!

With the growth of information technology, many new communication channels and platforms have emerged. This growth has advanced the work of crowdsourcing, allowing individuals and companies in various industries to coordinate efforts on different levels and in different areas. Providing new and unique sources of knowledge outside organizations enables innovation and shapes competitive advantage. Crowdsourcing: Concepts, Methodologies, Tools, and Applications is a collection of innovative research on the methods and applications of crowdsourcing in business operations and management, science, healthcare, education, and politics. Highlighting a range of topics such as crowd computing, macrotasking, and observational crowdsourcing, this multi-volume book is ideally designed for business executives, professionals, policymakers, academicians, and researchers interested in all aspects of crowdsourcing.

Crowdfunding is not a new concept--it was actually used by the Medicis and Walt Whitman in the funding of the arts. However, crowdfunding through the Internet is a new phenomenon. This book introduces readers to the concept of funding creative projects through a group of people, explaining its benefits and how it works. The history of crowdfunding is covered to the present day. Once Kickstarter came along, the company itself had to raise funds to get started. This book highlights the efforts of Chen, Strickler, and Adler to sell their idea to investors. It reveals how Kickstarter went through growing pains but finally emerged as one of the most successful Internet companies today. Readers learn about what it takes to make a start-up a lasting enterprise. With fact sheets on the founders and the company, this book serves as an inspiration for anyone interested in one day starting his or her own Internet company.

Exploring the infinite universe of Independent Comics! ICC Magazine Premiere Issue #4 spotlights the amazing work of Team Ash, an in-depth interview with Jarvis Sheffield of the Black Science Fiction Society, awesome new Artist Spotlights and more! Terance Baker, Bill McCormick, Pam Harrison, Winston Jordan, Charles Apellaniz Magazine Full Color Page Count: 64 Join ICC Magazine as we showcase the best and brightest stars in Independent Comics, and offer tips and advice for upcoming artists from the pros. If you thought there were no inspirational material or resources for Independent Comic artists, let us be your guide! Independent Creators Connection is your creative nexus!

Silver Medal Winner in the Feathered Quill Book Awards. Politics and power. Demons and spirits. When ex-Pinkerton detective Samuel Hunter married Elizabeth Weldsmore, the heir to one of Boston's Great Houses, he knew his life would change forever, but he never expected the return of Elizabeth's psychic abilities. Not only do they have to keep it a secret, but

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Elizabeth must learn quickly how to master them. For a psychic in a Great House is a political liability which her father, Jonathan Weldsmore, knows only too well. As the Great Houses jockey for power, the three of them must contend with treachery, subterfuge, and potentially a new demonic threat, in this political and supernatural thriller set in an alternate-history Boston of 1890. This novel is the prequel to the popular graphic novel, *Boston Metaphysical Society: The Complete Series*.

A Companion to American Indie Film features a comprehensive collection of newly commissioned essays that represent a state-of-the-art resource for understanding key aspects of the field of indie films produced in the United States. Takes a comprehensive and fresh new look at the topic of American indie film Features newly commissioned essays from top film experts and emerging scholars that represent the state-of-the-art reference to the indie film field Topics covered include: indie film culture; key historical moments and movements in indie film history; relationships between indie film and other indie media; and issues including class, gender, regional identity and stardom in in the indie field Includes studies of many types of indie films and film genres, along with various filmmakers and performers that have come to define the field

Essays on the post-modern reception and interpretation of the middle ages.

In the age of social media networking and personal brands, a new form of fundraising is gaining significant traction. Whether you are a paleontologist seeking financial assistance for fossil excavation, or a musician looking to fund your first album, people are turning to crowdfunding as a way to realize projects, spread awareness about a cause, or even cover medical expenses. The New York Times articles collected in this volume give a sense of the great variety of crowdfunded projects, the particular advantages or drawbacks of the method, and the potential challenges and controversies that can arise from crowdfunding. Features such as media literacy questions and terms help readers understand how the reporting of the topic has developed.

(Pre-orders \$3.99 - Will go to full price of \$7.99 Release Week) From the author of *HACKING KICKSTARTER & INDIEGOGO: SECRETS TO RUNNING A SUCCESSFUL CROWDFUNDING CAMPAIGN ON A BUDGET* comes a companion book, *KICKASS KICKSTARTER GODS: Experts Reveal Their Pathways to Millions Through Crowdfunding* Kickass Kickstarter Gods interviewed creators of mega-successful crowdfunding campaigns that made six and seven figures, and asked them: 1. Why was your campaign successful? 2. If your first campaign was a flop, how did you turn it around the second time? 3. What was your strategy? 4. How did you decide which platform to use (Kickstarter, Indiegogo, GoFundMe, etc.)? 5. Any unexpected hurdles or hardships? ... and more **CAMPAIGNS PROFILED:** Kano Computing Yonatan Raz-Fridman, Co-Creator Raised \$1.5 Million M3D Micro 3D Printer Michael Armani, CEO Raised \$3.4 Million Beam Smart Projector Don Molenaar, Creator Raised \$760,000 The Freedom Journal John Lee Dumas, Creator and Distributor Raised \$453,000 Radmo Or Reznik, Creator Raised \$256,000 CogniToys: Internet-connected Smart Toys that Learn and Grow John Paul Benini, Co-founder Raised: \$275,000 Petzi Treat Cam David Clark, Co-Founder & CEO Raised \$130,000 **THIS IS PURE GOLD.** Why reinvent the wheel? Learn from successful crowdfunding campaigners who made their dreams a reality and raised millions to make it happen. Scroll up and order NOW.

In its 114th year, Billboard remains the world's premier weekly music publication and a diverse digital, events, brand, content and data licensing platform. Billboard publishes the most trusted charts and offers unrivaled reporting about the latest music, video, gaming, media, digital and mobile entertainment issues and trends.

The current publishing environment has experienced a drastic change in the way content is created, delivered, and acquired, particularly for libraries. With the increasing importance of digital publishing, more than half the titles published in the United States are self-published.

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With this growth in self-published materials, librarians, publishers, and vendors have been forced to rethink channels of production, distribution, and access as it applies to the new content. *Self-Publishing and Collection Development: Opportunities and Challenges for Libraries* will address multiple aspects of how public and academic libraries can deal with the increase in self-published titles. While both academic and public libraries have started to grapple with the burgeoning issues associated with self-published books, many difficulties remain. To develop effective policies and procedures, stakeholders must now tackle questions associated with the transformation of the publishing landscape. Obstacles to self-publishing include the lack of reviews, the absence of cataloging and bibliographic control, proprietary formats for e-books, and the difficulty for vendors in providing these works. General chapters will include information on reviewing sources, cataloging and bibliographic control, and vendor issues. Information addressing public libraries issues will highlight initiatives to make self-published materials available at the Los Gatos Public Library in California and the Kent District Library in Michigan. Chapters on academic library issues will address why self-published materials are important for academic institutions, especially those with comprehensive collecting interests. Several self-published authors focus on how they attempt to make their works more suitable for public libraries. Finally, the book concludes with a bibliographic essay on self-publishing. As the term "traditional publishing" begins to fade and new content producers join the conversation, librarians, publishers, and vendors will play an important role in facilitating and managing the shift.

The Digital Age has created massive technological and disciplinary shifts in tabletop role-playing, increasing the appreciation of games like *Dungeons & Dragons*. Millions tune in each week to watch and listen to RPG players on podcasts and streaming platforms, while virtual tabletops connect online players across the world. Such shifts elicit new scholarly perspectives from a variety of disciplines. This collection includes essays on the transmedia ecology that has connected analog with digital and audio spaces. Essays explore the boundaries of virtual tabletops and how users engage with a variety of technology to further role-playing. Authors map the growing diversity of the TRPG fandom and detail how players interact with RPG-related podcasts. Interviewed are content creators like Griffin McElroy of *The Adventure Zone* podcast, Roll20 co-creator Nolan T. Jones, board game designers Nikki Valens and Isaac Childres and fan artists Tracey Alvarez and Alex Schiltz. These essays and interviews expand the academic perspective to reflect the future of role-playing.

Professor Odile Limpach gives independent developers everything they need to succeed in the world of video game publishing. *The Publishing Challenge for Independent Video Game Developers: A Practical Guide* defines what game publishing means for the indie developer and offers a concise framework to tackle the decision of whether to self-publish or not. Furthermore, the text establishes a catalogue of current known publishers with some salient characteristics and offers a list of useful publishing tools. Along with showcasing testimonials from several young and seasoned developers on their experiences with publishing and partners and recommendations from renown experts of the industry, this book offers tools, platforms, and guides to game publishing. Key features: Provides a broad overview of the game publishing market Explores criteria for choosing between a publishing partner or self-publishing Offers case studies and testimonials from indie game developers and publishers about the process. Professor Odile Limpach teaches economics and entrepreneurship at the Cologne Game Lab, TH Köln (Technical University of Cologne). She is also co-founder of the Acceleration Program *SpielFabrique 360°* and works as a Strategic Consultant

for games and serious game projects. Between 2007 and 2014, she was the managing director of the German entertainment software studio Ubisoft Blue Byte. Before, she was the managing director of Ubisoft GmbH. She graduated from business school Institut Commercial de Nancy in France and completed her MBA in the United States. Odile Limpach is also involved as a volunteer in the areas of vocational training and acts as a German partner for Games for Change Europe. Furthermore, she acts as an advisor (Conseiller du Commerce Extérieur) for the French Ministry for International Business Development.

First published in 2013. Routledge is an imprint of Taylor & Francis, an informa company.

De jonge onderzoeker S heeft nog 24 uur voor de voltooiing van een baanbrekend manifest waarin hij het raadsel van het leven ontrafelt. Het manifest is het startschot voor de ontwikkeling van een zelfstandig denkende computer die dit keer niet wordt gevoed met algoritmen, statistieken, feiten en data, maar met de ideeën van kunstenaars, filosofen en schrijvers - de geesten die al eeuwenlang onvermoeibaar zoeken naar het antwoord op de vraag: wat is de mens? Gedurende deze Glorieuze Dag moet S echter ook zijn beroemde vader vertellen dat hij verliefd is op zijn halfzusje en dreigt een ontsteking in zijn rug hem het leven onmogelijk te maken.

The Internet has revolutionized the way people communicate and do business. It has even affected how people fundraise and seek investors. This introduction to crowdfunding explains how innovative entrepreneurs are using the power of collective groups to drum up interest in and fund their products and services. Readers receive a stimulating and highly practical overview of how different crowdfunding sites work, which site may be best for their project, the kind of work involved in becoming a crowdfunding success, and what they can realistically expect from a crowdfunding experience.

"The SAGE Handbook of Popular Music is a comprehensive, smartly-conceived volume that can take its place as the new standard reference in popular music. The editors have shown great care in covering classic debates while moving the field into new, exciting areas of scholarship. International in its focus and pleasantly wide-ranging across historical periods, the Handbook is accessible to students but full of material of interest to those teaching and researching in the field." - Will Straw, McGill University

"Celebrating the maturation of popular music studies and recognizing the immense changes that have recently taken place in the conditions of popular music production, The SAGE Handbook of Popular Music features contributions from many of the leading scholars in the field. Every chapter is well defined and to the point, with bibliographies that capture the history of the field. Authoritative, expertly organized and absolutely up-to-date, this collection will instantly become the backbone of teaching and research across the Anglophone world and is certain to be cited for years to come." - Barry Shank, author of 'The Political Force of Musical Beauty' (2014) The SAGE Handbook of Popular Music provides a highly comprehensive and accessible summary of the key aspects of popular music studies. The text is divided into 9 sections: Theory and Method The Business of Popular Music Popular Music History The Global and the Local The Star System Body and Identity Media Technology Digital Economies Each section has been chosen to reflect both established aspects of popular music studies as well as more recently emerging sub-fields. The handbook constitutes a timely and

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important contribution to popular music studies during a significant period of theoretical and empirical growth and innovation in the field. This is a benchmark work which will be essential reading for educators and students in popular music studies, musicology, cultural studies, media studies and cultural sociology.

The Oxford Handbook of Methods for Public Scholarship presents the first comprehensive overview of research methods and practices for engaging in public scholarship. Public scholarship, which has been on the rise over the past 25 years, produces knowledge that is available outside of the academy, is useful to relevant stakeholders, and addresses publicly identified needs. By involving stakeholders in the entire process, and making the findings accessible, public scholars contribute to a crucial democratization of research. The Oxford Handbook of Methods for Public Scholarship features a wealth of highly respected interdisciplinary contributors, as well as emerging scholars, and chapters include robust examples from real world research in varied fields and cultures. The volume features ample discussion of working with non-academic stakeholders, coverage of traditional and emergent methods including those that draw from the arts, the internet, social media, and digital technologies, and coverage of key issues such as writing, publicity, and funding.

Entrepreneurial journalism has emerged as a 'hot topic' for 21st century journalism, not just in the industry itself, but also in the academic community. This timely book seeks to make sense of the dramatic transformation of journalism, with a specific focus on what entrepreneurialism means for the world of journalism. The volume brings together leading international scholars to examine critical topics including the ethics underpinning new funding models such as crowdfunding; best practices in entrepreneurial journalism education; the implications of the emergence of a start-up culture; and differing interpretations of what is understood by the term 'entrepreneurialism' in the field of journalism. The collection analyses and discusses the future of journalism from the perspective of entrepreneurial culture drawing on relevant case studies from the United Kingdom, Belgium, France, Spain, Greece, Denmark, Canada, and the United States. This book was originally published as a special issue of Journalism Practice.

Introduction: independents change the channel -- Developing open tv: innovation for the open network, 1995-2005 -- Open tv production: revaluing creative labor -- Open tv representation: reforming cultural politics -- Open tv distribution: struggling for an independent market -- Scaling open tv: the challenges of big data television -- Epilogue: open tv and the future of the networked era

You have the camera, time, money (or credit card), so why don't you just start shooting? Preparing for Takeoff will give you the tools you need to fully prepare for your independent film. This book features: Vital preproduction tips on scheduling, previsualization, script analysis, location scouting, budgeting, hiring vendors, and clearing permits A detailed analysis of the role both producers and directors play in the preproduction process Crucial advice on how to prepare for postproduction and distribution while still in the early stages of making a film Lessons from the field in how to avoid mid-shoot changes, unhappy actors, fostering a resentful crew, wasted days and dwindling finances An accompanying website that includes sample script analyses, storyboards, beat sheets, editable budget forms, and more Independent creator Madeleine Holly-Rosing walks you through the steps of crowdfunding your independent project in this 2nd edition of her popular book Kickstarter for the Independent Creator. In this practical and down-to-earth guide, Madeleine shares how she went from failure

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to successfully funding four campaigns for her comic Boston Metaphysical Society. In this book you will learn: *How to choose your platform* *How to write an effective Kickstarter Homepage* *How to build a core email list* *What goes into a pre-launch and campaign strategy* *How postage can make you or break you* *How your passion project languishing due to lack of funding? Learn tips in this book that Madeleine's students have used to meet and exceed their crowdfunding goals.

Kickstarter for the Independent Creator A Practical and Informative Guide to Crowdfunding Brass-T Publishing

This book explores how independent film and music artists and labels use crowdfunding and where this use places crowdfunding in the contemporary system of cultural production. It complements an analysis of independence in film and music with the topic of crowdfunding as a firmly established form of financing cultural activity. In the second half of the 20th century, the concept of artistic independence was vital to classifying and distinguishing artists, their works, and labels or publishers who released them. However, during the last three decades, this term has become increasingly blurred, and some commentators argue that independence is in crisis. Can crowdfunding be the answer to this crisis? Some believe that it is, whereas others argue otherwise, seeing crowdfunding instead as just the next manifestation of this crisis. This dilemma is a starting point for the analyses of the relationships between crowdfunding and artistic independence conducted in this book, and will be of great interest to people looking for a deeper understanding of crowdfunding, how it can influence artistic independence, and what it means for artists and audiences. It will be a stimulating read for scholars and students with an interest in media and cultural studies, digital humanities, fandom, sociology, economics, business studies, and law, while also offering insights to artists and practitioners in the creative industries.

All you need to know to produce your independent film. James Simpson has over thirty films experience, with films starring actors including Al Pacino, Robert DeNiro, Charlize Theron to name a few. This book details the key stages in producing an independent film with practical tips to help save money and deliver the film you want to make. It explains all the areas that a producer needs to know about, including international tax credits and rebates and the routes to financing an independent film. Everything you need to know from concept to screening.

With the advent of advanced hand-held technology and the widespread nature of the internet, the world of animated filmmaking is more exciting and accessible than ever. Due to this cultural and technological development, the success of independent animated film makers is on the rise. Independent Animation showcases some of the greatest, most innovated giants in the field and helps guide readers through the artistic process and production techniques. Story development, casting, color, distribution, and the intimidating aspects of production are elucidated using various examples from all over the world. Readers will also explore the changing nature of the audiences' relationship with animation, granting firsthand guidance in navigating the diverse fields of animated film-making

Harness the power of the crowd to turn your dreams into reality! Crowdfunding is the newest way to fund projects and start businesses. You don't need to hit up family and friends, max out your credit cards, or get a second mortgage--there are perfect strangers out there who will help you fund your idea. You just have to know how to find them. The Everything Guide to Crowdfunding is a step-by-step handbook to harnessing the power of social media to raise funds. Inside, you'll find real-life case studies and techniques for creating a successful campaign, including: Gaining an online presence Tapping into the crowd Understanding the different crowdfunding platforms Designing a successful campaign plan Promoting your campaign with social media, search engine optimization, and affiliate marketing Dealing with donors after your campaign ends Almost 50 percent of crowdfunding ventures fail to get funded. With this guide, you will learn how to be in the 50 percent that succeed. Whatever your

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dream or business idea, there is no reason it can't become a reality with the power of crowdfunding.

An ex-Pinkerton detective, a spirit photographer, and a genius scientist battle supernatural forces in late 1800's Boston. Includes the complete six issue mini-series, plus the ten page story, Hunter-Killer.

A detailed look at various ways to conduct research for public scholarship. Traditional research practices have often been critiqued for resulting in a wellspring of research that circulates exclusively within academic circles and garners small readership. With opinions and values shifting in the world of academia, public scholarship is on the rise. Popularizing Scholarly Research: Research Methods and Practices focuses on how to use and implement both traditional and emergent research methods in order to contribute to public scholarship. This book contextualizes the role of digital resources such as blogs, social media, and email in the move toward making scholarship accessible and explains the role of research methods in knowledge construction and dissemination. Drawing from the authoritative Oxford Handbook of Methods for Public Scholarship, an impressive list of interdisciplinary contributors expand on survey research, interviews, oral history, ethnography, autoethnography, evaluation, literature, visual art, health theatre, narrative film, and a range of methods that rely on the internet and social media. Because of this and Patricia Leavy's robust introduction and supplementary resources, this book is an essential resource for scholars looking to create more accessible research and further the efforts of public scholarship.

OMNIBUS: Save when you buy BOTH: Kickass Kickstarter Gods: Experts Reveal Their Pathways to Millions Through Crowdfunding and Hacking Kickstarter, Indiegogo: How to Raise Big Bucks in 30 Days: Secrets to Running a Successful Crowdfunding Campaign on a Budget

HACKING

KICKSTARTER/INDIEGOGO/GOFUND ME:2017 REVISED EDITION
WARNING: DO NOT LAUNCH YOUR CROWD-FUNDING PROJECT BEFORE READING THIS BOOK
FACT: Over 65% of crowdfunding projects fail. Why? Top 5 Reasons For Failure:1) Campaign Missing Key Elements2) Launched Before Gathering Your Tribe3) Expected That if You Build It, They Will Come4) Poor Advertising/Social Media Strategy5) Lack of Partners
Hacking Kickstarter, Indiegogo (or any other crowd-funding site) How to Raise Big Bucks in 30 Days walks you step by step into the process of creating, launching and wrapping your crowd funding (crowdfunding) project. Learn:How Curated Communities Can Give You Added ExposureHow to Get Featured in Kickstarter and Indiegogo's Newsletters (solid gold)How to Grab Funders Attention the Moment They Land on Your PageHow to Generate Traffic to Your ProjectHow to Easily Find and Target Bloggers and Journalist Who Want to Publicize Your ProjectHow to Relaunch a Failed CampaignWebsites to Post Your Projects to For Added ExposureComprehensive List of Popular and Niche Crowd Funding Sitesand Much More!Tried and true tactics, tips and secrets that work.--KICKASS

KICKSTARTER GODS:How to ensure your crowdfunding campaign is mega-successful while avoiding traps that doom 87% of other campaigns to failure.Kickass Kickstarter Gods interviewed creators of mega-successful crowdfunding campaigns that made six and seven figures, and asked them: Why was your campaign successful?If your first campaign was a flop, how did you turn it around the second time?What was your strategy?How did you decide which platform to use (Kickstarter, Indiegogo, GoFundMe, etc.)?Any unexpected hurdles or hardships?... and more**CAMPAIGNS PROFILED:** Kano Computing Yonatan Raz-Fridman, Co-Creator Raised \$1.5 Million M3D Micro 3D Printer Michael Armani, CEO Raised \$3.4 Million Beam Smart Projector Don Molenaar, Creator Raised \$760,000 The Freedom Journal John Lee Dumas, Creator and Distributor Raised \$453,000 Radmo Or Reznik, Creator Raised \$256,000 CogniToys: Internet-connected Smart Toys that Learn and Grow John Paul Benini, Co-founder Raised: \$275,000 Petzi Treat Cam David Clark, CO-Founder & CEO Raised \$130,000 **THIS IS PURE GOLD.** Why reinvent the wheel? Learn from successful crowdfunding campaigners who made their dreams a reality and raised millions to make it happen. **** FREE BONUS:** Checklist to map out your exact path to success!**DON'T PUT YOUR SUCCESS ON HOLD. SCROLL UP AND BUY NOW!**

Outside Japan, the term 'manga' usually refers to comics originally published in Japan. Yet nowadays many publications labelled 'manga' are not translations of Japanese works but rather have been wholly conceived and created elsewhere. These comics, although often derided and dismissed as 'fake manga', represent an important but understudied global cultural phenomenon which, controversially, may even point to a future of 'Japanese' comics without Japan. This book takes seriously the political economy and cultural production of this so-called 'global manga' produced throughout the Americas, Europe, and Asia and explores the conditions under which it arises and flourishes; what counts as 'manga' and who gets to decide; the implications of global manga for contemporary economies of cultural and creative labour; the ways in which it is shaped by or mixes with local cultural forms and contexts; and, ultimately, what it means for manga to be 'authentically' Japanese in the first place. Presenting new empirical research on the production of global manga culture from scholars across the humanities and social sciences, as well as first person pieces and historical overviews written by global manga artists and industry insiders, Global Manga will appeal to scholars of cultural and media studies, Japanese studies, and popular and visual culture.

Independent Filmmaking and Digital Convergence: Transmedia and Beyond offers a comprehensive analysis of the technological changes of the past few decades in independent film and media-making, and explores new strategies and practices in media production, exhibition and distribution for independent producers and content creators. The book examines how independent filmmaking concepts have merged with digital and online technologies to create

new hybrid multi-platform content creations. It explores key questions like how to reach an audience at a time when media conglomerates and their products dominate the market, and simultaneously, there is an overabundance of content competing for viewer time. The book investigates what kind of stories we tell and why; how the audience has changed, and what their expectations are; what the various niche markets are for independent producers and creators in new media; and new models for media financing and distribution. The content found in this book: Bridges the gap between professional media-makers and amateurs by focusing on new and emerging media models and practices. Provides a holistic view of the new media landscape, and practical advice on producing content in the new multi-platform media environment. Demonstrates how to create financially sustainable models for independent producers and creators in a shifting and unstable environment, providing many challenges, but also opportunities for independents. The author's website (<http://www.filmconvergence.com/>) supports this book with case studies, news and updates.

Do you want to make a living with your writing? Do you want to turn your words into multiple streams of income? I'm Joanna Penn and I left my corporate job a decade ago to become a full-time author entrepreneur. In this completely updated Third Edition, I'll explain how I make a living with my writing and share tips from other writers on how you can do it too with practical, actionable advice that you can implement for yourself. If you love to create and you're ready to learn fresh skills in a fast-changing environment, this book will give you lots of ideas on how to make money with your words. Each chapter provides ideas you can use to research each opportunity in more detail and questions to guide your thought process. Sometimes it's just about knowing what's out there in order to find what's right for you. The book includes: Introduction First principles Part 1: How to Make Money with Books 1.1 Your publishing options and how the industry has changed 1.2 Your book is a valuable intellectual property asset 1.3 Traditional publishing 1.4 Self-publishing or becoming an indie author 1.5 Write more books 1.6 Write books that people want to buy 1.7 Publish in multiple formats 1.8 Publish globally 1.9 Sell direct to your audience 1.10 Market your books Part 2: How to Make Money with your Writing in Other Ways 2.1 Your author ecosystem 2.2 Affiliate income 2.3 Crowdfunding, patronage and subscription 2.4 Professional speaking, teaching, performing, and live events 2.5 Online courses, webinars, events, and membership sites 2.6 Advertising and sponsorship 2.7 Physical products and merchandise 2.8 Freelance writing and ghostwriting 2.9 Consulting or coaching 2.10 Author services 2.11 Other ways to make money with your writing The transition to making a living with your writing If you want to make a living with your writing, download a sample or buy now! Leading expert Paul Booth explores the growth in popularity of board games today, and unpacks what it means to read a board game. What does a game communicate? How do games play us? And how do we decide which games to

play and which are just wastes of cardboard? With little scholarly research in this still-emerging field, Board Games as Media underscores the importance of board games in the ever-evolving world of media.

ICC Magazine Premiere Issue #1 spotlights Carlos Raphael and the Power Company, Independent filmmaker Alex Fernandez' world of The Body Jumpers, Pam Harrison and her science fiction space opera A Deviant Mind, and two of ICC's flagship ladies battle it out n Rumble Time! Don't miss our comic reviews, and tips and advice for Independent Comic Publishers! Join ICC Magazine as we showcase the best and brightest stars in Independent Comics, and offer tips and advice for upcoming artists from the pros. If you thought there were no inspirational material or resources for Independent Comic artists, let us be your guide! Independent Creators Connection is your creative nexus!

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