Resource Summary Report

Generated by dkNET on Aug 17, 2026

Kickstarter

RRID:SCR_004246
Type: Tool

Proper Citation

Kickstarter (RRID:SCR_004246)

Resource Information

URL: http://www.kickstarter.com/

Proper Citation: Kickstarter (RRID:SCR_004246)

Description: Kickstarter is the world''s largest funding platform for creative projects. Every week, tens of thousands of amazing people pledge millions of dollars to projects from the worlds of music, film, art, technology, design, food, publishing and other creative fields. A new form of commerce and patronage. This is not about investment or lending. Project creators keep 100% ownership and control over their work. Instead, they offer products and experiences that are unique to each project. All or nothing funding. On Kickstarter, a project must reach its funding goal before time runs out or no money changes hands. Why? It protects everyone involved. Creators aren''t expected to develop their project without necessary funds, and it allows anyone to test concepts without risk. Each and every project is the independent creation of someone like you. Projects are big and small, serious and whimsical, traditional and experimental. They''re inspiring, entertaining and unbelievably diverse. We hope you agree... Welcome to Kickstarter!

Abbreviations: Kickstarter

Resource Type: funding resource, service resource

Resource Name: Kickstarter

Resource ID: SCR_004246

Alternate IDs: nlx_143647

Record Creation Time: 20220129T080223+0000

Record Last Update: 20260815T182940+0000

Ratings and Alerts

No rating or validation information has been found for Kickstarter.

No alerts have been found for Kickstarter.

Data and Source Information

Source: SciCrunch Registry

Usage and Citation Metrics

We found 19 mentions in open access literature.

Listed below are recent publications. The full list is available at dkNET .

Huang H, et al. (2024) Assessing the Importance of Content Versus Design for Successful Crowdfunding of Health Education Games: Online Survey Study. JMIR serious games, 12, e39587.

Kulyukin VA, et al. (2024) Discrete Time Series Forecasting of Hive Weight, In-Hive Temperature, and Hive Entrance Traffic in Non-Invasive Monitoring of Managed Honey Bee Colonies: Part I. Sensors (Basel, Switzerland), 24(19).

D'Arcangelo C, et al. (2023) Ignorance is bliss? Information and risk on crowdfunding platforms. PloS one, 18(6), e0286876.

Kulyukin VA, et al. (2023) Accuracy vs. Energy: An Assessment of Bee Object Inference in Videos from On-Hive Video Loggers with YOLOv3, YOLOv4-Tiny, and YOLOv7-Tiny. Sensors (Basel, Switzerland), 23(15).

Veillette JP, et al. (2023) Single-trial visually evoked potentials predict both individual choice and market outcomes. Scientific reports, 13(1), 14340.

Wozniak L, et al. (2023) Evaluation of Early and Late High School Student Science Research and Mentorship Programs: Virtual Gateway to Science Curricula and Mentorship During the COVID-19 Pandemic. Journal of STEM outreach, 6(1).

Distante D, et al. (2022) DomainSenticNet: An Ontology and a Methodology Enabling Domain-Aware Sentic Computing. Cognitive computation, 14(1), 62.

Illingworth S, et al. (2021) Ten simple rules for designing analogue science games. PLoS computational biology, 17(6), e1009009.

Bennet D, et al. (2021) Molecular and physical technologies for monitoring fluid and electrolyte imbalance: A focus on cancer population. Clinical and translational medicine, 11(6), e461.

Lahoz-Monfort JJ, et al. (2021) A Comprehensive Overview of Technologies for Species and Habitat Monitoring and Conservation. Bioscience, 71(10), 1038.

Twining JP, et al. (2020) Native and invasive squirrels show different behavioural responses to scent of a shared native predator. Royal Society open science, 7(2), 191841.

Moy N, et al. (2018) How much is too much? The effects of information quantity on crowdfunding performance. PloS one, 13(3), e0192012.

Herodotou C, et al. (2018) Designing citizen science tools for learning: lessons learnt from the iterative development of nQuire. Research and practice in technology enhanced learning, 13(1), 4.

Zhou MJ, et al. (2018) Project description and crowdfunding success: an exploratory study. Information systems frontiers : a journal of research and innovation, 20(2), 259.

Genevsky A, et al. (2017) When Brain Beats Behavior: Neuroforecasting Crowdfunding Outcomes. The Journal of neuroscience : the official journal of the Society for Neuroscience, 37(36), 8625.

Sliva A, et al. (2015) Freedom and Responsibility in Synthetic Genomics: The Synthetic Yeast Project. Genetics, 200(4), 1021.

Seyfried G, et al. (2014) European do-it-yourself (DIY) biology: beyond the hope, hype and horror. BioEssays : news and reviews in molecular, cellular and developmental biology, 36(6), 548.

Frick L, et al. (2014) Self-surveillance: Should you worry or simply embrace your personal data? EMBO reports, 15(3), 218.

Weigmann K, et al. (2013) Tapping the crowds for research funding. Crowdfunding, a common practice to support projects in the arts, music or gaming, has also attracted the attention of scientists. EMBO reports, 14(12), 1043.