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Final Project Report

The power dynamic between a Twitch streamer and a viewer is complex and can vary depending on the individual streamer and viewer. In general, however, the streamer holds a significant amount of power in the relationship because they control the content that is being broadcast and the way it is presented. They also have the ability to interact with viewers through chat and other features, which can influence the viewer's experience of the stream.

Overall, the power dynamic between a Twitch streamer and a viewer is shaped by a combination of factors, including the streamer's popularity, the viewer's level of engagement, and the type of content being broadcast.

The concept/idea I chose to focus on for this project is the monetization of time. When using the platform twitch, users don't get adequately rewarded for dedicating their time to one streamer. The only form of reward the user gets when using the platform is channel points. These channel points can be used to redeem small bonuses which commonly include, highlighting a single message sent in chat or unlocking a premium chat emote. However, all of these are kind of meaningless in terms of contribution to the content/entertainment these viewers so intensely cling to.

The point of this project was to make these rewards more worthwhile and encourage the viewers to have a more active and important participation. The first implementation I chose to focus on, is the gamification aspect of twitch chat interactions. Every Chat message sent is recorded and added to the user as a form of

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level. The power of a user is determined by the number of messages they have sent in chat. The way the users display and utilize said power is through a game of rock paper scissors against other users in chat. The only person which can initiate this is the streamer themself through a command in chat. Your damage and health stat is determined by your chat count. Two users will go however many rounds necessary until one user has no more Chat Power left. The math behind this is quite simple:

- Losing Player Chat Power - Winning Player Chat Power

  = Carrying Losing Player Chat Power

Every time there is a new winner, the said winner will be VIP. VIP privileges include having your messages displayed on the stream itself instead of solely in the chat. My thought process behind this was simple. Users no matter how much they donate or participate in an influencer's community will only ever be a voice in an ever-growing chat. These users deserve to have an effect on the actual live entertainment they consume. As long as the user remains undefeated they will stay VIP and have their messages projected onto the stream itself.

The last feature I decided to add is a leaderboard. This is quite simple as the people with the highest chat power are those who occupy the top of the leaderboard. This quietly frankly just gives users an extra incentive to be active in chat during streams. Typically, leaderboards are simply for those who donate and can be found in the description when scrolling down on a stream. I found this quite unappealing and

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quite frankly underwhelming so I decided to add a chat count leaderboard as an overlay.

In many cases, viewer activity and attention are more important when it comes to

gauging a streamer's success.

Alongside these features, I added some commands, anyone, in chat can utilize

such as "!help" and "!showStats".