

Dynamics of twitch Chatrooms

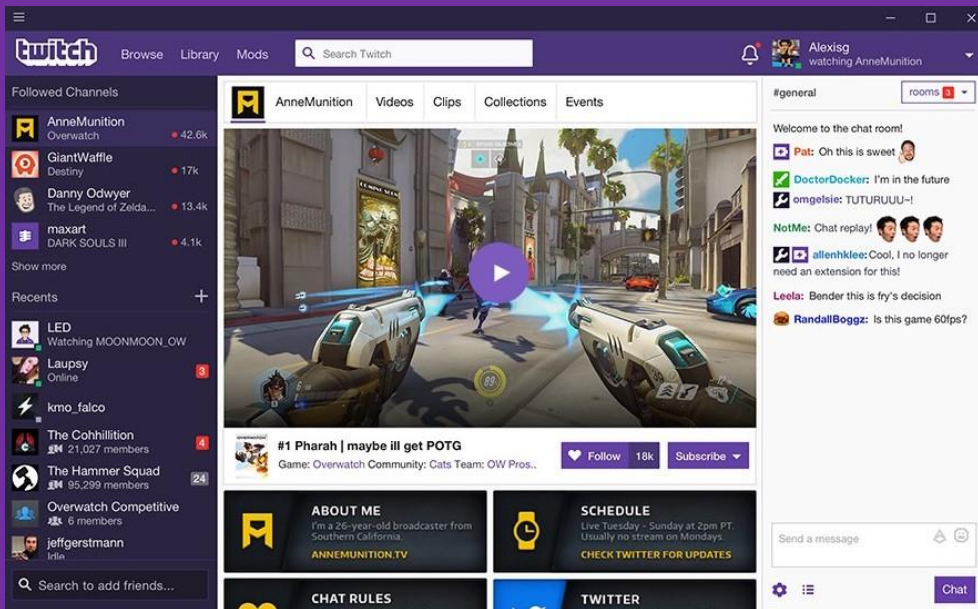
By Maksym Sokolenko

What is Twitch?

A popular online service for watching and streaming digital video broadcasts.

2,000,000+ Streamers
52,100+ avr. live channels
10,000,000 Daily Active Users

Twitch.tv is the future of interactive television



Chatroom and Emotes



Inside the channel there is a unique chatroom where the audience can interact with both the streamer himself and talk with each other.

Audience has an option to express themselves not only with text but also with emotes which are a crucial part of Twitch.tv.

Emotes are like emojis on your phone but each one of them are originally designed by Streamers themselves.

Analysis carried out

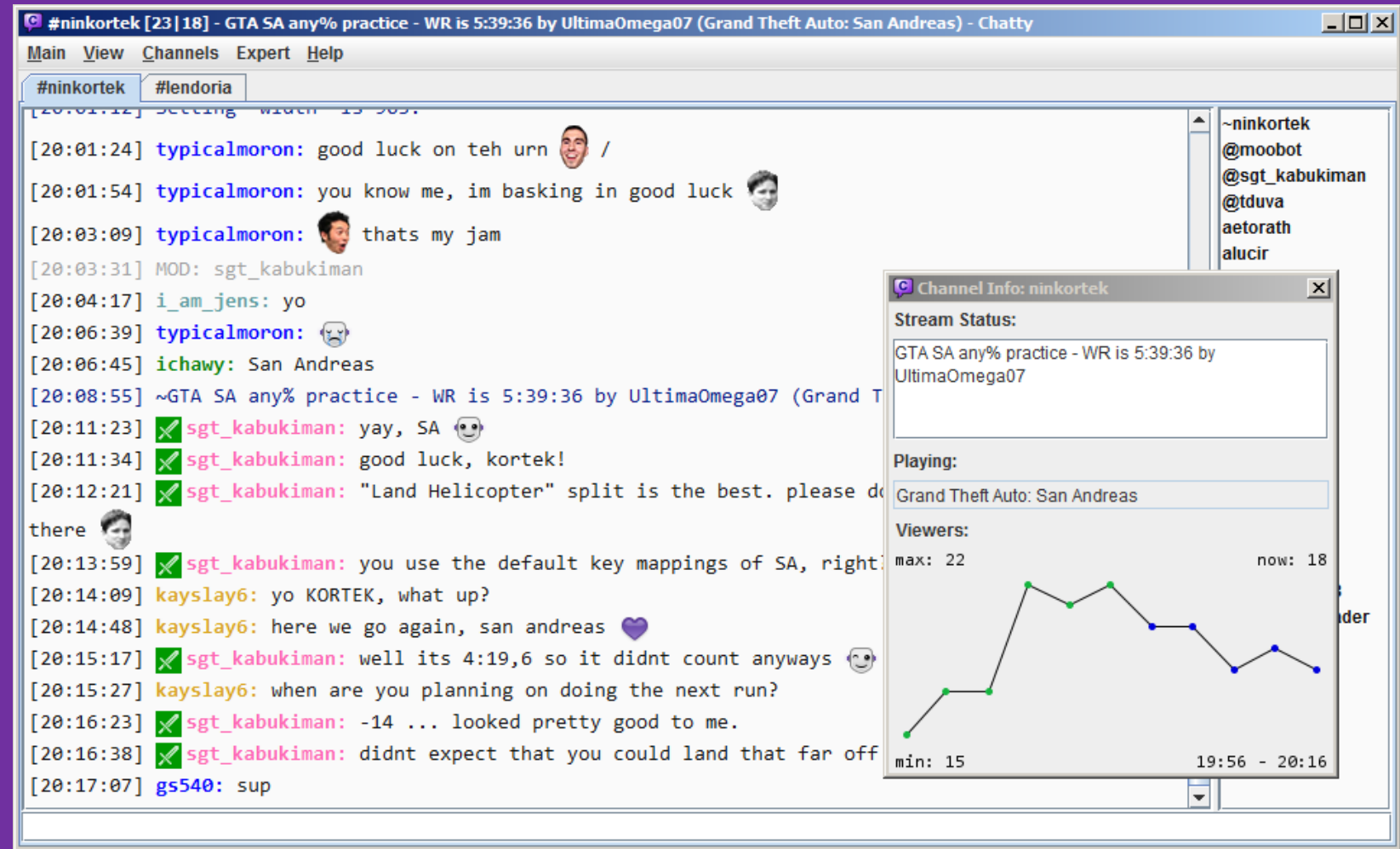
Analysis of each
channel

Global analysis

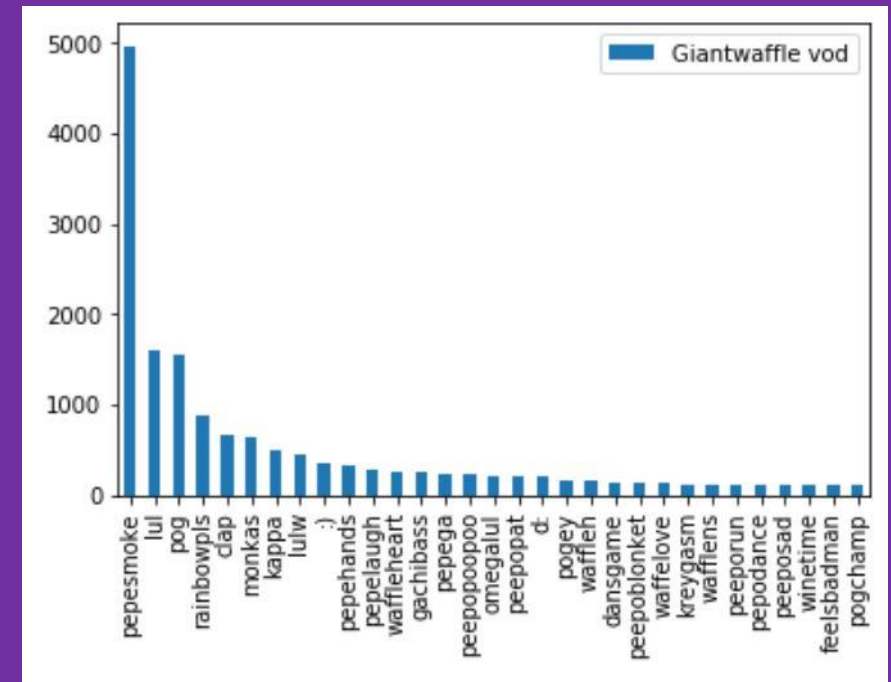
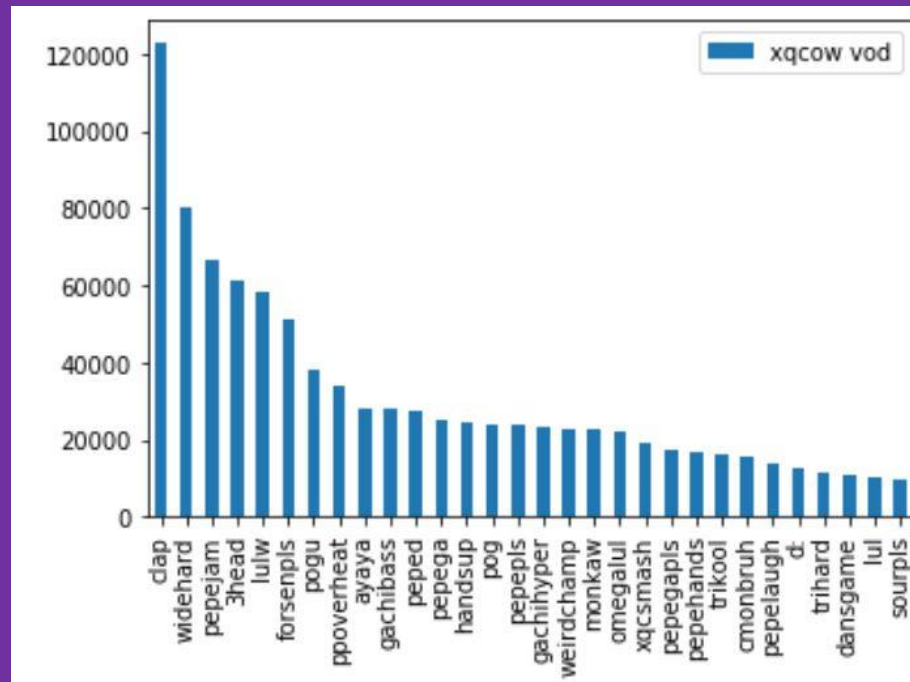


Chatty Client

Application used
to gather data
from live
broadcasts



Analysis of each channel



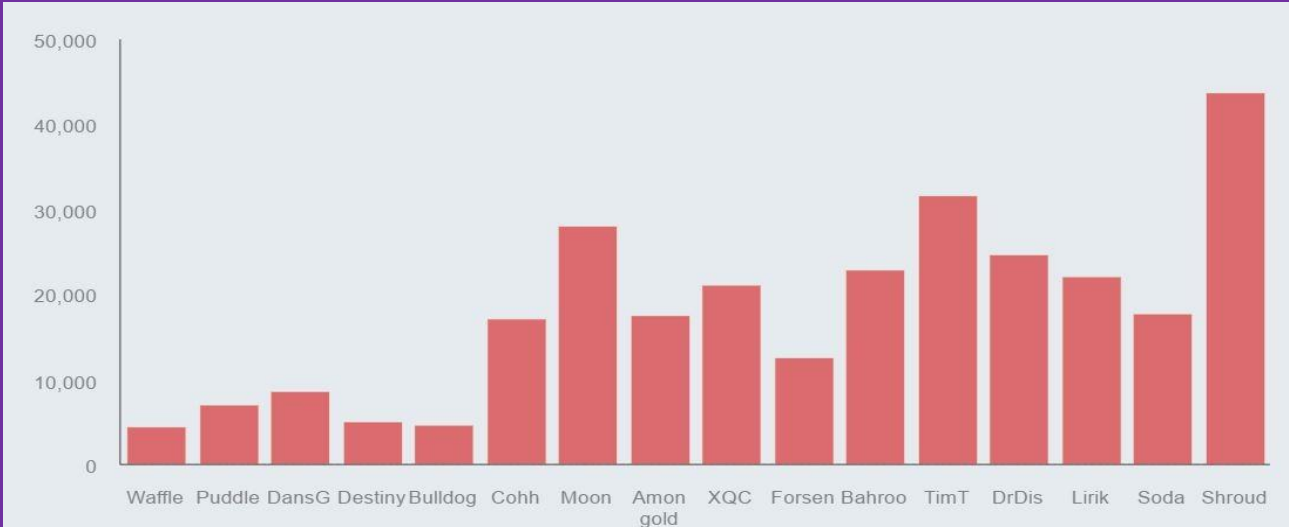
- Analyse collected information from vods and top clips.
- Produce graphs from collected data.
- Analyse which emotes are used to find similarities and anomalies.
- Compare each channel to each other.



Similarities between channels

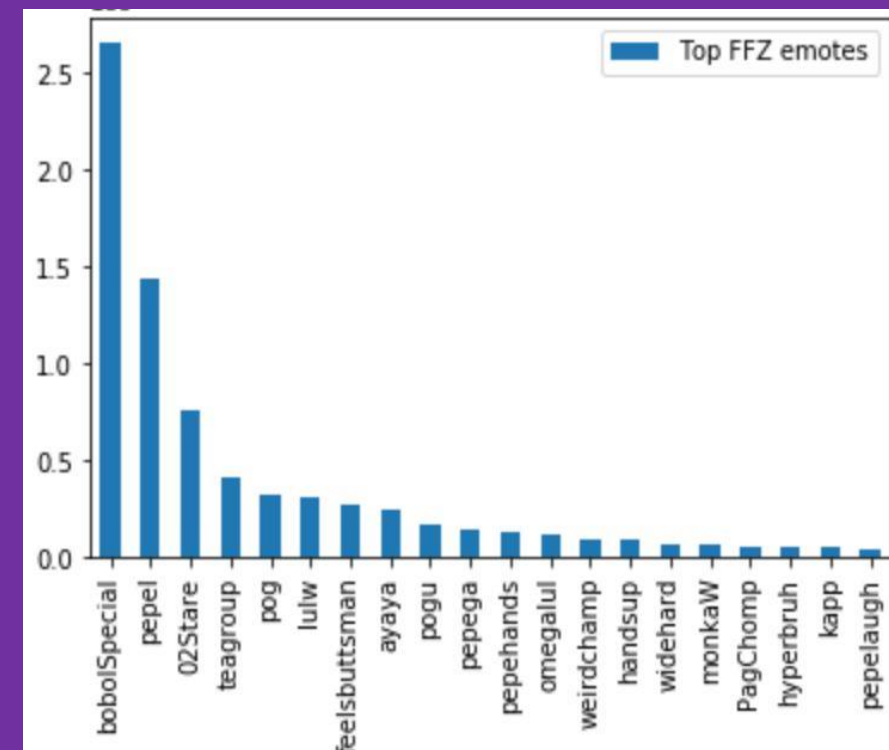
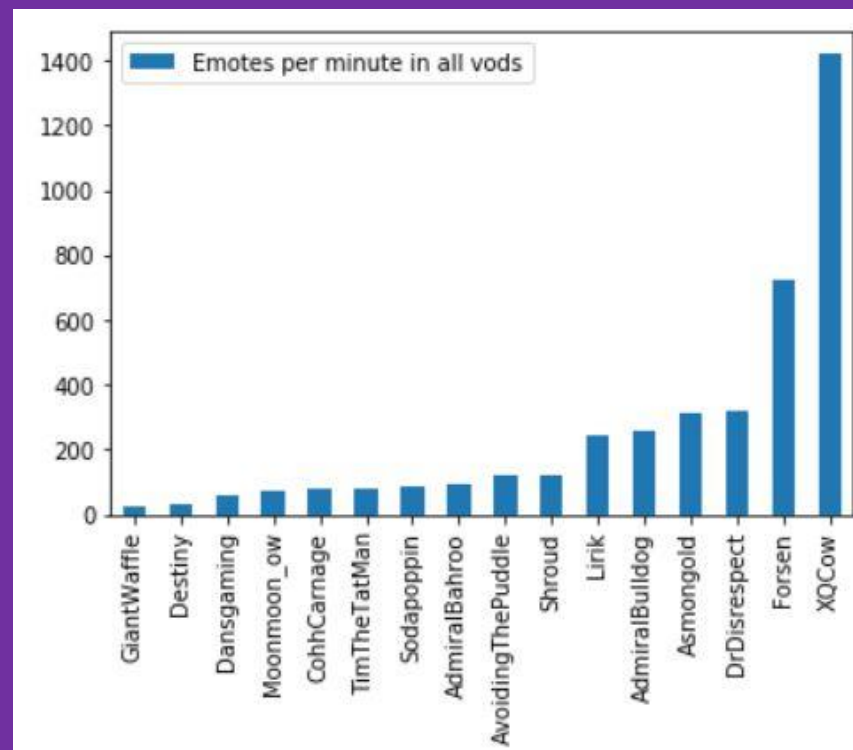
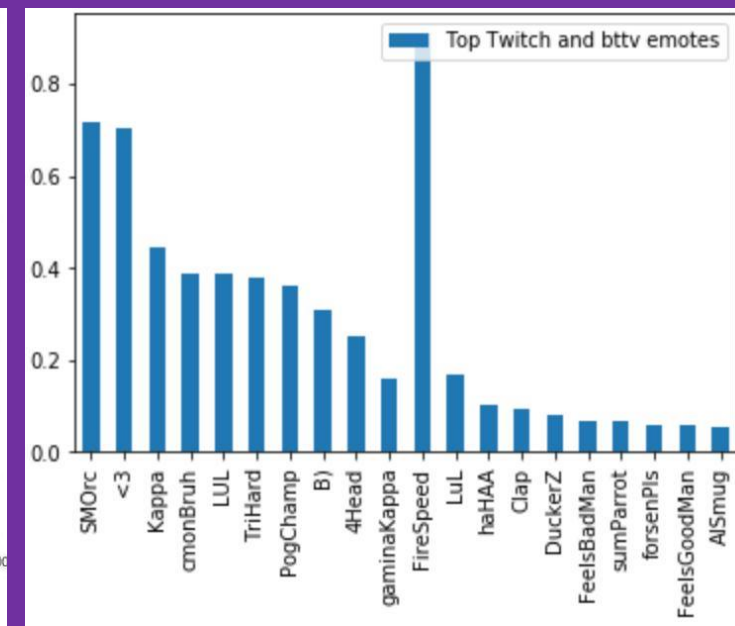
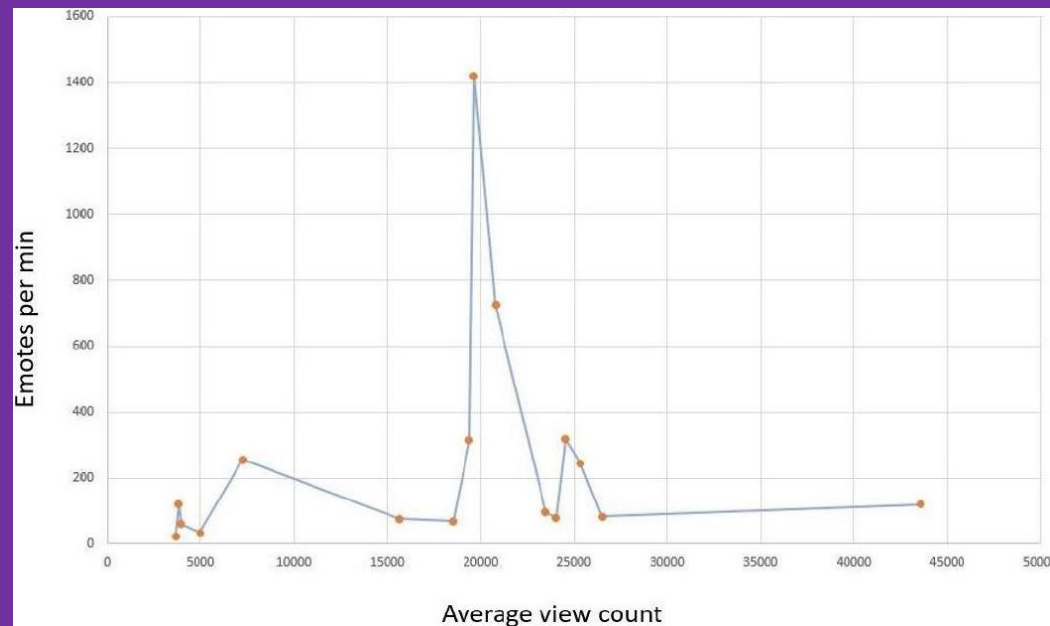
Omegalul as most popular emote used	
Destiny clips	326
Asmongold clips	372
Lirik clips	375
AvoidingThePuddle clips	396

LulW as most popular emote used	
CohhCarnage clips	215
Dansgaming clips	286
Destiny vods	3411
Asmongold vods	32872



Lul as most popular emote used	
Forsen clips	357
Shroud clips	376
AdmiralBahroo clips	435
AdmiralBulldog clips	449
Moonmoon_ow clips	576
Moonmoon_ow vods	3735
Dansgaming vods	5143
AvoidingThePuddle vods	14648

Global analysis



Results

- The majority of all channels have the same most popular emotes.
- Not all variety streams contributed to emote patterns.
- Emotes used are extension emotes and not Twitch emotes.
- Several channels share communities.



Challenges

- Usage of a bot is against the rules of the web-site.
- Information could be gathered only when the channel is live.
- Constant possibility of data to be out-of-date.



Future work

- Create an authorised Twitch bot with machine learning and data collection.
- Analyse chat patterns that consist of and “emotes and text”.
- Use this project for comparison of changes in the future.
- Expand the analysis on other groups of channels



Thank you for
listening,
Any Questions?

