

Project Proposal

Overview

Twitch is a live streaming video service that is mainly based around gaming and chat interaction. The current problem with Twitch is that although the service works relatively well with high speed internet and a decent computer, it can still face issues. Problems that this project will explore:

- Stuttering of video on mobile devices when using a VPN
- Low latency mode causing buffering even with high speed internet and low ping
- Freezing of video when the content being streamed is higher than 60FPS

All of these issues are important as they negatively affect the viewers experience. This project will explore further on what causes these issues to arise, and other interesting features that Twitch has to offer.

Deliverables Schedule

Deliverable	Completion Date
Project Update and Website: Current findings based on problem topics + other interesting features	November 6th 2023
Project Update and Website: Discover potential solutions to problem topics + qualitative analysis of interesting features	November 20th 2023
Project Demo and Website: Interactive demo to visualize findings [in form of slideshow and/or video]	December 4th 2023
Project Report and Website	December 11th 2023

Website

<https://onlineacademiccommunity.uvic.ca/danielchrenko461/>