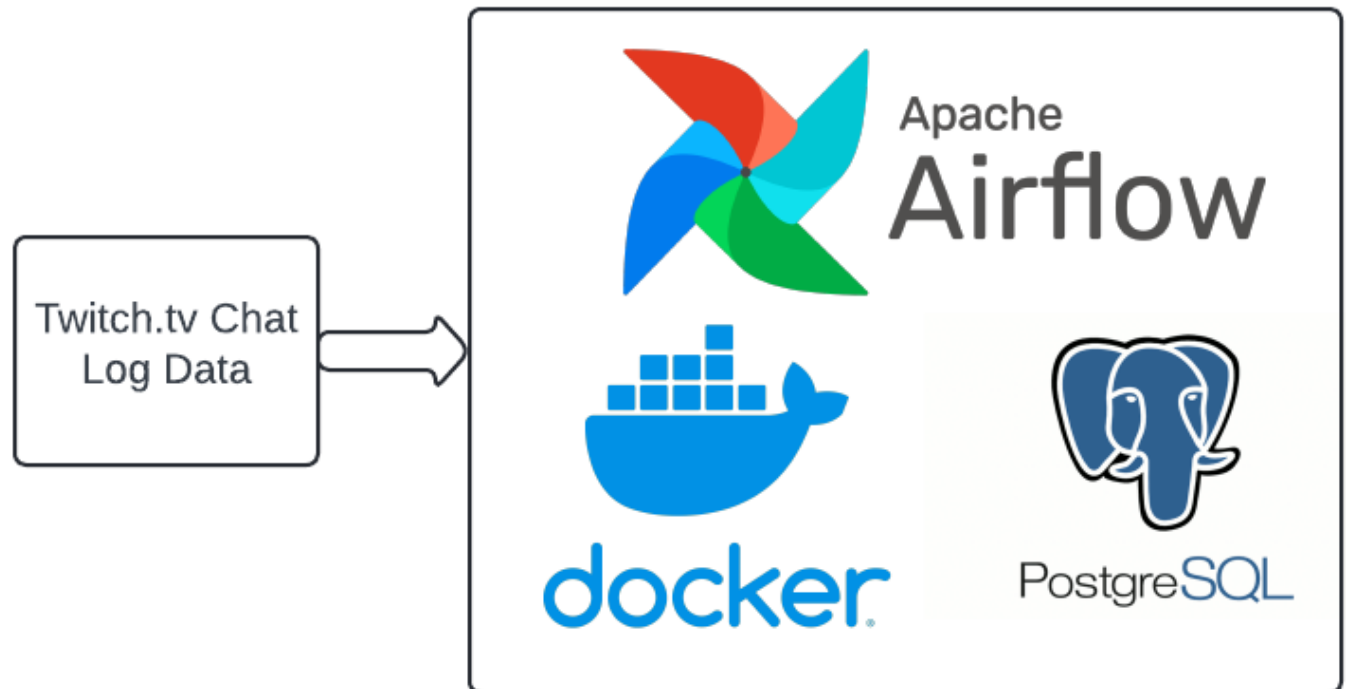
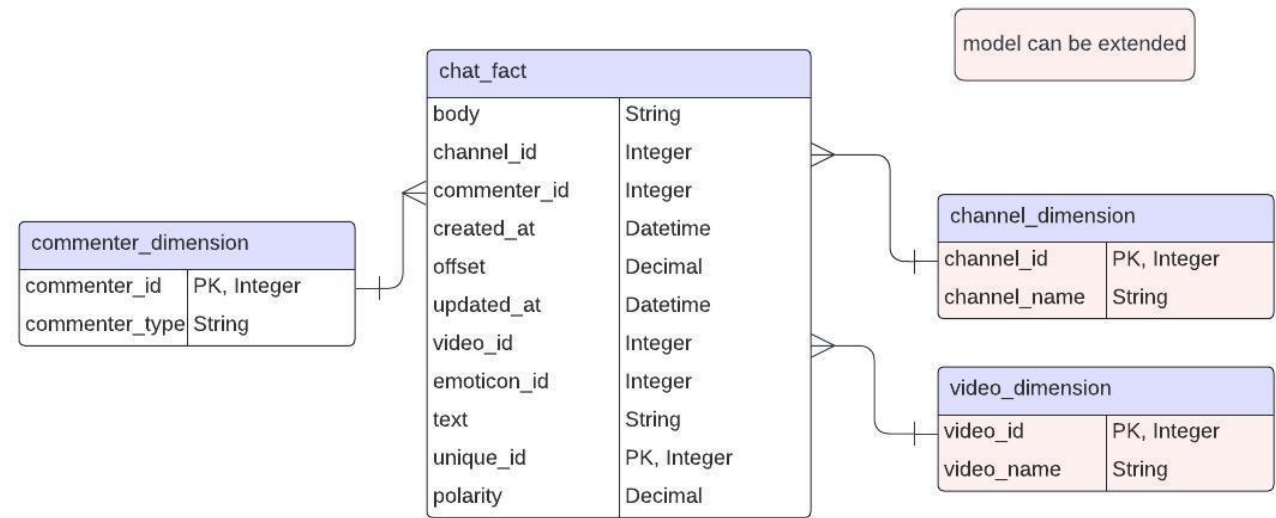


# Twitch ETL solution

# Solution architecture



# Solution data model



# Solution insights

- The tool can be used to generate various insights:
- For streamers:
  - Identify the most popular streamers and where each streamer stands -> this will help attract sponsors for popular streamers
  - Which streams generate the most chats-> this will help streamers concentrate on content that users like, potentially also generating more sponsor money
  - Identify during which hours streams are most popular -> this will help choose the right time to stream
  - Identify emotions of the audience -> this will help streamers know how their streams are received, so that they can optimize for positive emotions, for example

# Solution insights

- The tool can be used to generate various insights:
- For audience of streamers:
  - Identify streams most watched by the audience -> this will help audience members find new potentially interesting streams
  - Identify days / times of day when most chats happen -> this will help members participate in most lively discussions

# Upcoming features

- Going forward, the following could be implemented:
  - Visualization report based on streaming behavior of streamers
  - Additional tables in the data model for new use cases